TetraFirma

Created By

Christopher Binetti

Editing and Layout By

Austin Peasley

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Mantic Game's Kings of War

Title Graphic

Matthew Adlard

Cover Image and Interior Art

Boris Samec

Interior Backgrounds

Lost and Taken

Featuring contributions from

Aaron Leahy — "Sardonic Wolf", Aaron Magno — "sewersaint", Adam Morrow, Alex Visentin — "reVenAnt", Alistair Moore — "platemail", Andrew Evans, Andre Kritzinger—"Stratego", Andy Beckett — "Needles", "Arcaneshield", Austin Peasley — "darkPrince010", "Azazelx", Ben Stoddard, Bil — "Orcsbain", Blake Earle, Boris Samec — "Thane Bobo", Brad P., C.A. Monteath-Carr — "Owesome", Cedric Boudoya — "Boston Miniatures", Chris Cousen — "Mister C", Chris Davis—"Geist", Chris Livingstone — "stlwarrior", Chris Schlumpberger — "Darkover", Christopher Verspeak, Ciaran Darcy, Claudia Zuminich, "C M Minis", "Cornonthecob", Craig Johnson — "Spooney85", Daniel — "Darklord", Daniel King, Dave Johns, David Reid, Davyd P. Nash, Donn Turner, Douglas Thoin, Doug Newton-Walters — "Hellebore", "Dusty", "Dwarf Giant", E. McIlraith — "Crow", Frederic Ramirez, Gareth Humphreys, Gary Bomhoff, Geoff Burbidge, George Adsett-Knutsen, Gerry Lee, Glenn Allan, Grant Mahoney, Giuseppe Aquino — "Walac", Guido Quaranta, Guillaume Bertin, Guy Sodin, "Halberd3000", Ian Powell, "imm0rtal reaper", Jack Evans — "ManticfanboyLAD", James Hewitt, Jamie O'Toole, Jason Flint — "Weedy Elf", Jason Moorman, Jim Kew, Joe Ketterer, Joe Murphy, John Cousen—"Mister C.", John Hoyland — "katzbalger", Jonathan Faulkes, Jonathan Hicks — "jontheman", Jonathan Peace, Jon Peletis, Jose Manuel Chasco Gonzalez, Josselin Amoravain — "Joss", Juanje, Kara Brown, Keith Mullumby, Kenny Moncrieff, "left64", Leon Lynn, Liam Markey, "Maccwar", Malcolm Blackwell, Marcel Popik — "marseall", Marek Vlha—"Paboook", Maren Wolff, Mark Peasley, Mark Relf, Mark Smith — "scarletsquig", Mark Zielinski, Mart Hooiveld — "MArtyDagger", Martin Geibner — "Summoning", Matt — "Dustcrusher", Matt Gilbert — "mattjgilbert", Matthäus Mieczkowski —"Max Jet", Matt Adlard, Matthew Beer, Matthew Lindsay, Matt I. — "JoV", Maxwell McDougall — "Lord Marcus", Mel Bose—"The Terrain Tutor", Michael Carter — "puggimer", Michael DeFranco —"MDSW", Mike Carter, Mike Tittensor, "Nathan", Neil Dixon, Neil Jones, Nick Williams — "Daedle", Nicodemus Sandberg —"Karadram", Olaf Bressel, "OnePageAnon", "Panda", Patrick Lefevre—, "Patrick the Betrayer", Paul Mitchell, Paul Mullis — "Osbad", Paul Scott, Pete Harrison, Pete Kijek — "Pathfinder Pete McF", Peter Bogdasarian, Peter Grose, Peter—"Tek Thornisson", Raffaele Passarelli, Raymond Mercer, Richard August, Richard Rimington—"Rimmo", Rob Allen — "Briohmar", Rob Burnam, Robert Dunham, Rob Phaneuf, Rob Taylor, "Rogue General Hunter", Russell Barnes—"Spruce", Ryan Shaw — "The Dire Troll", Sharad Vora, Shane Baker — "Shaneimus", "Skolo", "Sneaky Chris", Steicy Jourdan, Stuart Smith — "Merlin", "Sukura636", Taylor Holloway, Tristan Coulson — "TSNC", Vane Dolenc, Vincent Pascaud, and Wes Shipley

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By Matt Gilbert

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Introduction

Tetra Firma is a expansion and supplement to Kings of War, set in a unique land inspired by our own world and it's historical civilizations.

These rules are meant to be used with the Kings of War ruleset, with exceptions noted for new Special Rules, as well as a robust and expanded Magic system, and a set of regimented and faction-unique Army Creation guidelines.

Pleas e note that these armies have not been playbalanced against the armies in Kings of War and Uncharted Empires expansion book. As such, take care if you choose to play these factions against those original ones as the power levels and unit costs may be very different!

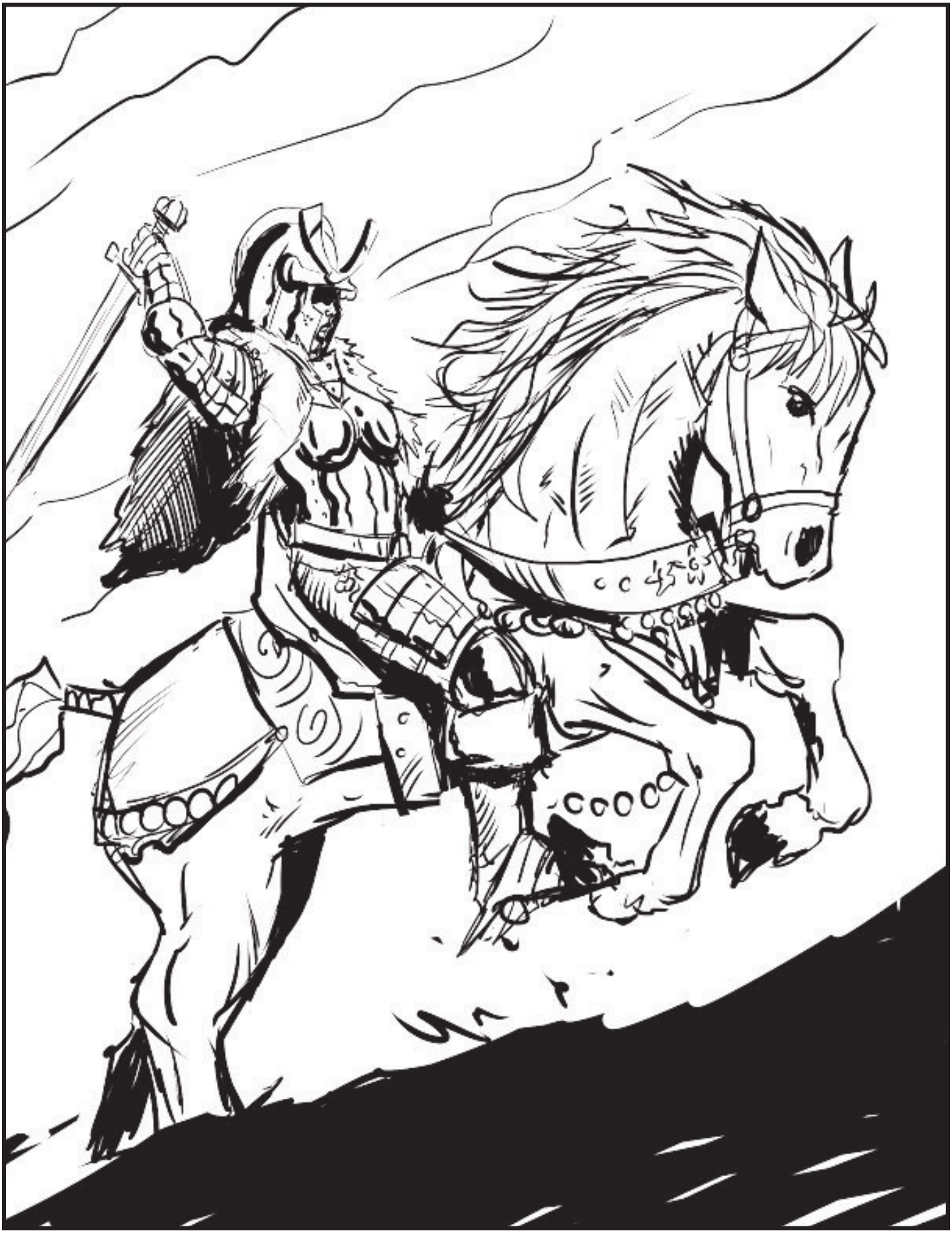
Please enjoy this expansion book, and welcome to the world of Tetra Firma!

Hello traveler! You have the stink of magic and confusion about you. Where are you from?

Mantica? Never heard of it. At least, not outside a sorcerer's library.

This world, my world, is both similar and distinct from your well-developed world of Mantica. Are the worlds connected like two different dimensions? Perhaps they are entirely separate worlds or planets, instead? Only the forgotten gods know now.. My world is a fantastic lens, a mirror both imperfect and curious, of the ancient realms of another world.

My world is Tetra Firma



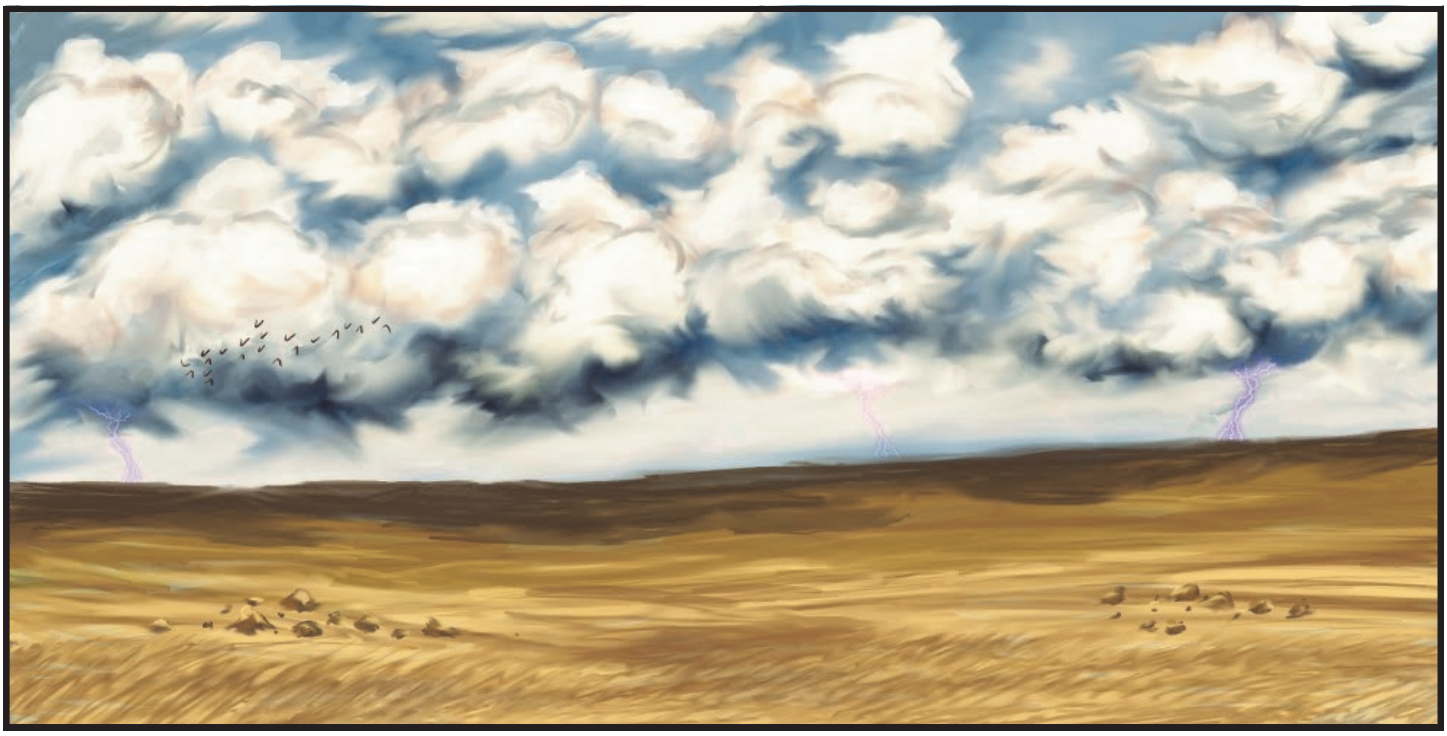
The History of Tetra Firma

As Narrated by Moar Agban Barmu, hero of Buriash

My world has four continents. The first of these, Basilia, is a fertile land, bolstered by mountains to the east, ocean to the north and west, and a grand sea to the south.

What's that you say? Basilea? Ha! What coincidence! Unlike your Basilea, which I've heard hews strictly to faith in god and good, thick plate armor, my Basilia is more...decentralized, shall we say. A small part of Basilia is controlled by Euphrasia, a country and continent in my world. They are hardy farmers, subsisting in bitter winters or resisting the heat and winds of the desert sands of the summer, all while raising grand ziggurats and works of architecture that would make your own stonemasons weep to see it!

The Euphrasians are a united people, and the Basilians are somewhat less so. Still, their chaos and disorder has given rise to kind and open arms, willing to embrace those peoples and ideas the Euphrasians would discard. The continent of Euphrasia is wide, open, cold in the winters beyond anything you can imagine. The soil is fertile, but needs tender care, and can be snuffed away by a fickle frost if one is not careful. To the south, the mountainous highlands cradle fertile rivers, and a more cramped but



reliable living has taken root there as well.

There is also Lubiya, which branches out to the southwest of the Euphrasian continent and is connected by a wide peninsula of blasted deserts and jagged mountains. As one enters these lands, at first all that greet travelers are the ruins of a once-might civilization, laid low by floods and demons. Beyond this though, and civilization flourishes, with cities dotting the rocky terrain all along the sea to the north. Lynotar represents a collective of towns and trading centers to the west coast of Lubiya, while the Numantians thrive in the western fringes of the grand desert as well as their enviable positions of their outposts along the northwest coast of the continent. Finally, the rat-shrew hybrid creatures of myth I and my people call Kobolds. Fill the remaining spaces, occupying whatever land seems disused or unwanted and spreading like mortar between the bricks of nations.

The fourth continent is separate, across the ocean by a week or more's voyage in pounding waves and howling winds. This continent is Tasaria, also called Lemuria, home to the large red-skinned humanoids known as Tasarians and the Lemurians they almost wiped out. The Lemurians are tall, lanky humanoids, with acute night vision, a layer of colored and varied fur, and with hands and feet of an enviable flexibility and dexterity. Among their number are the Lorises, the few among their number capable of wielding the art of magic.

Other peoples on the continent include the Slothic peoples and the Laernots. The Slothics, or Battle Sloths, are huge cousins of the Lemurians, slow and cantankerous and prone to infighting Meanwhile, the Laernots are men like you who have fled or been outcast from their homelands and have sought refuge in the borders of the Tasarians, becoming allies even as some call them mere servants. The Battle Sloths and even the Lemurians are recent allies,

longtime rivals, and former enemies of the Tasarians and Laernots. Carthago, one of the largest cities in northern Lubiya, has outposts in Tasaria and thus all of the Carthagians see themselves as staunch allies of Tasaria, an agreement called the Tasarian Compact.

Ah, but the variety of this world and its peoples does not end there, my new friend. For how plain a world would be with a mere dozen cultures to interact, trade, and fight with?

This world's other five factions split up the three other continents. The Necromancer's Guild, technically the Necromancer's Guild Union if you indulge in their pedantry, is at its heart an alliance. This alliance is between the powerful and surprisingly even-handed Necromancer's Guild, the semi-puppet state of Free Aquitaine and their lush farmlands, and the Kobolds and their human allies, the Numantians.

The western part of Basilia is controlled by these Necromancers. The northwestern region is dominated by Nethercropolis. Nethercropolis is a wet marshland, kept from flooding by clever earthworks as well as thousands of pumps manned by hundreds of thousands of undead and unceasing laborers.

But what's that I hear you say? Why would people tolerate and even cooperate with those who meddle with the dead? You say that's a fool's errand in Mantica?

Well, to explain the Necromancers, one must go back some millennia. In this world, the

By Matt Gilbert

Fulgan Empire and Basilian Empire had faced an assault by wild raiders and barbarians from the northlands, one that put their very existence under threat. In their victory, however, they left the few northlands that were not already flooded as ruins and razed, salted earth. Those Fulgans and Basilians who remained in the northlands intermixed with the barbarian survivors to rebuild. The grand necessity of this task and the abundance of the dead led to the use of necromancy, and created the Nethercropolitans in the process.

The Aquitanians are suspicious of many outsiders, and even failed to embrace the wild barbarian hordes in these years of yore. In the decades afterwards, they also kept the Nethercropolitans at arm's length as well. However, the Nethercropolitans share their

language of Aquitanian, even if their full intermingling has failed to occur so far.

On the other side of the water, in western Lubiya, a second major necropolis city exists, but it is very different from Nethercropolis. First of all, in this city, Lynotar, the living outnumber the undead here. Secondly these as descendants of the Euphrasians, mixed with more recent immigrants from Italica to the east of the Aquitanians. Thirdly, these necromancers specialize in skeletons rather than the Zombies and Death Knights of the northern city of Nethercropolis. Also unlike the Nethercropolitans the Lynotarians have a decidedly cruel streak to their actions both in diplomacy and in war, but both cities are a mix of necromancers hewing both kind and sadistic when examined closely. Overall, the Lynotarians are the closest to being universally opposed and despised if you ask an average soul upon Tetra Firma, but most of its members are not purely evil. Indeed, few ever truly are.

The Kobolds are reluctantly aligned with the Necromancers and they are generally treated as respected allies if not perfect equals by the Guild. Supernatural experiments from a land called Tubal, deep in eastern Basilia, they are far from their original home and very alien to most humans, but still not as alien as the undead to the average person. Kobolds use the red magic of ancient Tubal and not the black magic of the Necromancers.

Why not be a sorcerer of magics both black and red, I hear you ask? Well, one person is never supposed to be able to use both at the same time. This is a law from ancient times, and serves as a major check on the power of the Guild, and only exists as a condition to gain the trust and alliance of the Kobolds. The Kobolds live in warrens in the western desert of Lubiya.

The Numantians and Aquitanians are allies of the Kobolds and the Guild respectively. The Numantians freely give their friendship to the Kobolds and less willingly aid Lynotar and the Guild. The Aquitanians not living in Occupied Aquitaine live in Free Aquitaine, a small sub-nation carved out of the lands of Aquitaine over years of strife. Some Free Aquitanians are zealous allies of the Necromancers, some are secretly plotting their freedom, but most are reluctant but loyal allies of the Union.

East of the Guild's lands in Lubiya is the land controlled by the city of Carthago, now a member of the Tasarian Compact. With its large mercenary-dominated army and navy, Carthago controls the sea and land area that provide access to trade routes not just to Euprasia but also to Tasaria, the recently discovered fourth continent. Descended from the Saphoikoumenes , hailing from the

northern coast of the northern sea, they combine the flexible strength of city-states each helmed by a grand metropolis, and an unflinching and deep faith in Dioscuranism. Carthago's main enemy used to be the Basilian Empire and his recent successor Italica. Or, as it's currently known, the Italican Empire, the Western Empire. It is at present only technically at war with the Necropolis Guild Union, which it views as a existential, ideological, and even spiritual threat.

East of the Guild's lands in Basilia is the Western Empire. The Western Empire is a recent state formation, a union of the Euphrasian Empire and the Italican Empire. The Italican Empire was Italica, a vast set of squabbling city-states and feudal lands that slowly unified under the leadership of the Duke of Basilica. The Patriarch of Remica is a huge influence in the area, serving as both a spiritual and moral guide to tens of thousands. Remica, once the capital of the Fulgan and Basilian Empires, is now the capital of Basilica despite being home to the Patriarch, whose predecessors were once very opposed to the power of kings, emperors, and dukes.

By "imm0rtal reaper"

We have Guelphs and Ghibellines, populating these lands, sects and groups schismed by religious and military strife between the Remicans and their neighbors. Guelphs live in both Italica and the Narbonese.

Here now, why are you staring at that merchant over yon? She's a Ghibelline, don't you know. There used to be human Ghibellines but they have largely blended into the Guelph culture. The once-heavily persecuted creatures known as Ghibellines are in fact not human. They are like the goblins of Mantica, but they are more dignified, more magical and supernatural, and possessed of a deeper connection to the very power and spirit of the soil of Tetra Firma herself. They are the original inhabitants of Italica. They witnessed humanity leave the caves of Mariusca where they originated and later helped the Fulgan tribes build the cities that would alter unify into the Fulgan republic, becoming the Fulgan Empire.

The Ghibellines probably have a different name but are know for supporting the secular authority over the Patriarch and thus the name stuck. While not staunch Dioscuruians, they have accepted the faith among other deities and now are fairly

tolerated and respected by even the Patriarch of Remica. Most live in Northern Italica and the Narbonese, but there are Ghibellines in mainland Basilica, Remica, and especially the island of Sapudo. Less respected and tolerated are the Sems, who have faced rejection for their faith for centuries., but they have begun to find acceptance and protection in Italica

The Narbonese is a mixing pot of backgrounds and peoples, and serves as a bridge between Aquitaine and Italica. The local Guelphs are more tolerant than in most of Italica and accept Ghibellines and Sems in equal measure. The Guelph speak Italican rather than the Aquitanian once spoken in the area, but the Narbonese Sems speak Aquitanian and consider themselves the last loyal Aquitanians in the Imperial Narbonese.

Below Remica, which is technically part of Basilica, is the Duchy of Basilica itself. Basilica has often tried to unify Italica but twenty years ago, it did, creating the Italican Empire. Often this is called the Third Empire, after the Fulgan and Basilian Empires in Italica, and is led by an Emperor who has accepted every potential ally, whether a powerful queen or a refugee in tatters, with open arms. The Emperor, who is also the present Duke of Basilica, is the original Emperor and can count on the support of the Count of Sapudo, the only powerful Ghibelline ruler and his immediate vassal to support Basilica and the Empire in general when called upon. A small part of Aquitaine, the Narbonese is held by the Empire against the Necromancers. Thee Northern Italican cities are unified under the Vicariate of Northern Italica, but are still largely autonomous in domestic affairs. Remica and the region around it is part of the Empire and immediate vassals of the Emperor, through the ruling Patriarch.

This picture of Italica is complicated by two other groups living there. The Rasna are demons that once were human that fell afoul of red magic at the fall of the ancient civilization of Tabula at the hands of the ancient Fulgans, many of whom were transformed there. The Tasarians of the fourth continent also descend form the magical cataclysm of Tabula but remained semi-demonic supernatural humanoids instead of either humans or demons. The Rasna arrived after the fall of the Fulgan Empire and secretly helped create the Basilian Empire. They formed colonies in Rhaetia first. They migrated during the collapse and after the fall of the Fulgan Empire. They later were exposed and persecuted for a while, but no one doubts their patriotism to Italica and the Empire

anymore. They can live in any part of Italica they choose and have whole cities they rule over. They also are majorities or large minorities in mixed cities. They combine the religion of the ancient gods of tabula with Dioscuranism and are tolerated by the Inquisition so long as they don't interfere in the affairs of supernatural creatures.

By Dan Read

The Rasna also live in Rhaetia and recently voluntarily joined to empire as an autonomous prefecture ruled by their own local government. While more primitive than their civilized Italican kin, the more decentralized Rasna of Rhaetia are suspicious of the Empire but they fear the rise of the Guild Union. They have joined their fellow Rasna in the Empire because they see it as far preferable to aligned with a big power than alone against then necromantic storm that is coming.

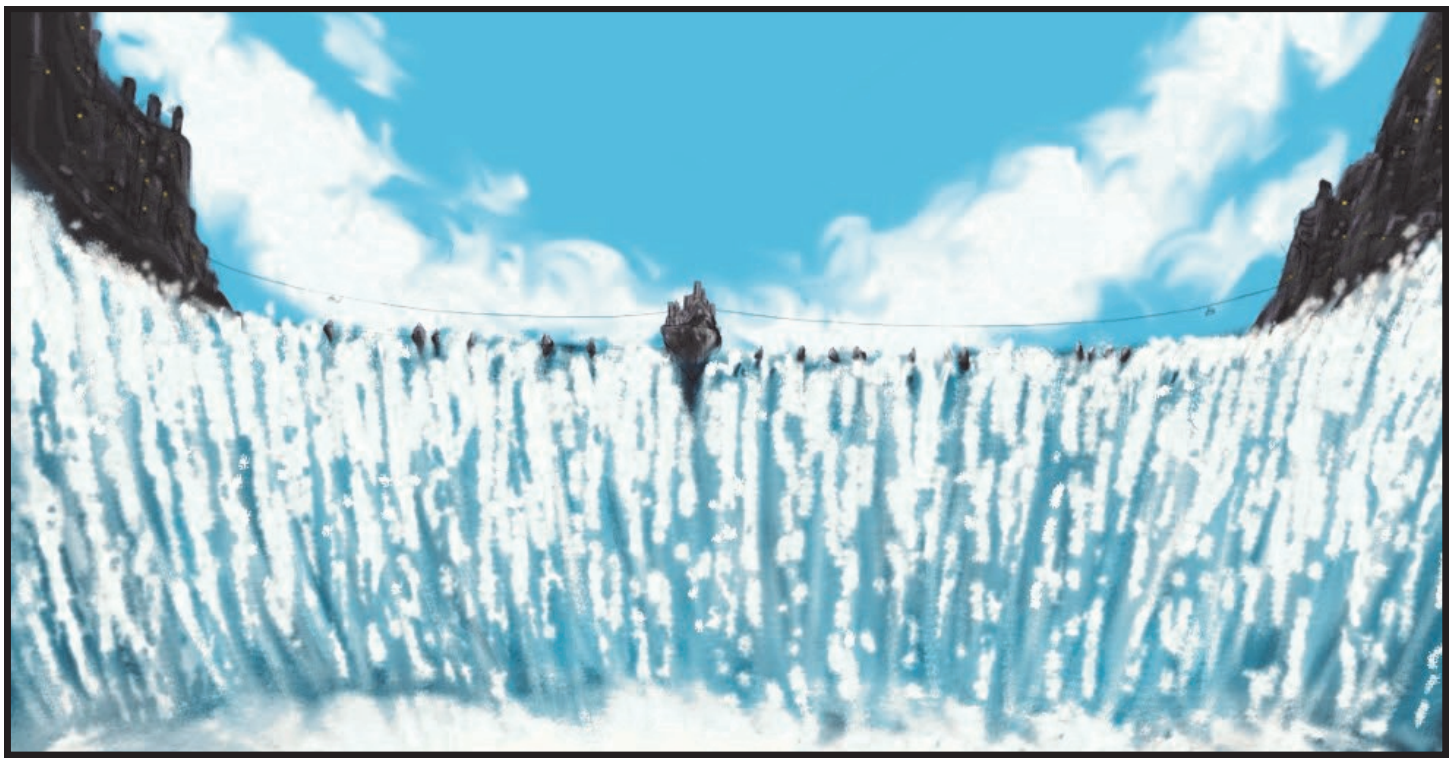
Humans do not live in Rhaetia, but another group lives there in addition to the Rasna majority: the Fulgans, who descend from the Fulgans transformed at the second Fall of tabula to the Fulgan Republic. So many elders and others were transformed that the Republic re-forged itself into the world-conquering Fulgan Empire. Fulgans are often called Zombies when seen by the few humans allowed to see them, but they are not zombies, not truly. Even the Madcap Zombies are not totally mindless like the Guild's zombies. In fact, most Fulgans are not even undead, but living semi-undead much like Tasarians are semi-demonic but not demons. Fulgans have grey skin and generally look like healthy, living Zombies, which is sort of what they are. Descendants of the original transformed Fugans will always be Fulgans but even the descendants of unaffected Fulgans can become Fulgans, either through contact with them or through outbreaks of the magical disease known as Fulganitis. To keep the Fulgans' secret anyone infected is sent to Fulgan colonies throughout Italica, Vlacha, and especially Rhaetia. If they do not happen to break out with Madcap spores, they will become Fulgans and integrate into Fulgan society. Some Fulgans become Mordants, intelligent Undead that have fully functional minds and human souls. Not all Fulgans view Mordants positively, but most view them as very honorable, if not a desirable fate, since immortality is not a goal for any Fulgan, even the ones who gain it.

How do I happen to know such closely-guarded secrets? Well, it helps to have friends both close and abroad, and to grease their palms well with silver. Now, where was I?

Though few humans realize that the Fulgans are amongst them, they are known to the Emperor and the Inquisition and are among the most loyal of his subjects. In fact, it was their idea to reforge Italcia as a new empire and they most certainly convinced the Rasna of Rhaetia, their longtime friends despite their antagonistic origins, to join. They also persuade the faraway human-dominated land of Vlacha in southeastern Basilia to join. Vlacha lies between the devastated lands where Tubal, Tabula, and the Nords once lived and the small part of Basilia belonging to the Euphrasian Empire. These are dark lands, filled with forests and monsters and worse monsters filling their darkest forests to near saturation.

Most of the Vlachans are your normal townsfolk, peasants, and other humans. However, there are Vampires, Humpbacks, Gargoyles, Were-bats, Werewolves, and Witches. It is a semi-autonomous duchy within the Western empire, technically under the Italicans' rule and serving as a counterbalance to Euphrasia as technically an equal empire. As a faction, they are the closest part of the Empire to Euphrasia. Euphrasia, which has been devastated by recent wars.

The Inquisition has set up shop in Vlacha and uses it as its main base outside of Remica. These groups have a unique kinship, and leadership and commanders are often shared between their respective armed contingents. This cooperation is the glue that cements together the Western Empire forces. There are many different kinds of Inquisitors, such as Witches, Werewolves, and Vampires, but most of its troops are witches and humans both from Vlacha and Italica, even some form Euphrasia. The



pitchfork-wielding town militias of Vlacha march behind their Werewolf liege lords, while the Vampire Guilds are the merchants, aristocrats, and elite troops of Vlacha, led by Duke Strengas, ruler of Vlacha, the original vampire. It is said all lesser vampires are descended from his original magical accident at the Second Fall of Tabula. The Monastic Union is a local sub-faction of monks and nuns who have long harbored Gargoyles, were-bats, and Humpbacks in their monasteries.

All of these Vlachan forces have recently become allied to the Euphrasians, the proud empire descended from an earlier Euphrasian Empire that itself descended from the Fulgan Empire itself. Arrogant and elite, they recently joined the Western Empire in order to survive the combined onslaught of the two other major powers on the Euphrasian continent, Oikoumenos and Parthopotamia.

Speaking of Oikoumenos, it is a union of five, originally four, distinct nations. In order to defeat the aggression of the Euphrasian Empire and nations to the east, Euphoikoumene, Assyroikoumene, Saphoikoumene, and Chaldoikoumene unified in the republic of Oikoumenos. Hayanotoikoumene has joined more recently. This all happened in the last generation or two. Euphoikoumene is home to people of Euphrasian descent, from the time of the First Euphrasian Empire. Though having a similar culture and being haughty like their Euphrasian cousins, they seem to have a more egalitarian view when it comes to governance, and their lands have seen more of what we might call republics than monarchies.

To protect their interests and freedom, they had proposed to their three neighbors to form a new federation, Oikoumenos. Full Dioscurans like the Euphrasians, they share a religion with the Assyroikoumenes, though much of their cultures are different. The Assyroikoumenes descend from the fertile desert-lands of the Assyro—Chaldean Empire, which battled the First Euphrasians and formed an empire spreading from the western coast of Saphoikumene into Mezzopotamia. They consorted with magics beyond their ken, and in doing so wrenched open a great portal and the demonic hordes within.

The first demons were explorers, scouts, new and naïve to our world, but they were pursued by demonic forces even more vicious and cruel. This second wave of demons chased them out of the magic portal and razed and pillaged the land, killing

demons and humans without discrimination or mercy. The humans fled north, where they were welcomed by the Assyroikoumenes but the first demons remained. Eventually they managed to make peace both with their human neighbors, as well as the second and greater force of demons that were once their foes. These first refugee demons became the hunter-demons, known today as the Ugallu or Ugallus. These terrifying demons directly serve the greatest and most terrible god in our pantheon, and while not evil, they unnervingly take the forms of humans.

By Alex Visentin

The greater of the demon forces, refusing to retreat back through the yawning portal, became known as the Chaldean demons. The Chaldeans, or Chaldoikoumenes, have taken on the culture of the humans whose lands they replaced and those that are still around them. The Assyroikoumenes remember what their arrival did for many of their ancestors, and have developed a wariness and countermeasures when dealing with the Chaldeans, but they are not openly hostile to them. Well, not most of the time. At least!

The Saphoikoumenes are very friendly towards the Chaldoikoumenes, but less friendly towards the Ugallu, who are still a distinct people despite being found intermingled in most Chaldean towns. Chaldoikoumenes will interact with any human willing to talk them: they talk like humans, dress like humans, eat like humans, even think much like humans. Ugallus, on the other hand, are very alien to humans but are loyal allies once their trust is earned. Chaldoikoumenes speak Assyro-Chaldean as their mother tongue know and Ugallus usually do so too, but are less comfortable speaking at all than their Chaldoikouemne compatriots.

Saphoikoumenes gave rise to the Carthagan people and they have a semi-Dioscuran culture that worships our own pantheon's leader, Dioscurus, the ancient gods of Tubal-Suvalic origin, and their unique god Tyrus, . Indeed, their faith seems to bind their whole culture together. They do not have any problem of note with any of their neighbors as of this day, and are surprisingly friendly and welcoming to outsiders. They share

much of their culture and religion with the Chaldoikoumenes and other elements of it with the Assyroikoumenes.

The newest members of the Oikoumenos national family are also the strangest ones-. This is telling, given that when they joined, there were already demons in the Republic. The Hayanotoikoumenes live in the northern highlands of Euphrasia, called Hayanotoikoumene or Hayano for short. They are a proud people, metalworkers and warriors without peer, and with a sense of design and engineering that makes jewelry and fortress walls with equal care, exactness, and beauty. Indeed, they claim heritage as the children of the Primordial Gods.

Once opposed to all humans and dwarves, they now have aligned with the peoples of Oikoumenos in order to better combat their long-time foes, the people of Urartu. The Urartu people are akin to the Hayano people in many respects, but nevertheless a rift has formed between these sibling nations. They Urartu are like mirror images of their enemy the Hayano; they are in the primal mountains, while the Urartians dwell within the civilized foothills. The Urartians have joined another major empire, but the Hayanoi, or the Three Tribes as they call themselves, are disappointed that

Oikoumenos is now aligned with this other power. This other power, Parthopotamia, is in a war against Euphrasia and the western empire that the Urartians hope will soon end so they can go back to fighting the Parthopotamians. They are also concerned about the rise of the Necromancer's Guild and the arrival of newcomers from Tasaria, but not as much as they Parthopotmaia, especially Urartu.

The Hayanoi include three distinct peoples of tribes. They are the Golemics, scions of Kumarbi and allies and children such as Ishara, Upelluri, and especially Ullikummi. They are literally made out of their mountain homes and provide the bulk of the forces of Hayanotoikoumene. There is also the Dragons of Iluyankas, giant dragon-like creatures that shoot lightning instead of flame and tend to live in the valleys of Hayanotoikoumene. Lastly, the beasts of Tiamat are the largest and most frightening of their creatures, made of flesh, stone, scales, and magic. Their leaders, the Dragons of Tiamat, tend to lead all of the region's forces. Together, the Hayanoi represent the primordial past, evolved to survive in the modern world of Tetra Firma.

The last faction of my world is Parthopotamia. The most important, powerful, and influential is Moar Barmu. Yes, I am he, my friend, and I will attempt to not overstate my own greatness as I talk about my own homelands.

I rule over Buriash, one of the six kingdoms that make up the Parthopotamian Empire. Most of the different peoples and kingdoms are non-human but the human areas are more densely populated, so the majority of Parthopotamians are still human., like myself Some of these kingdoms had a tendency to

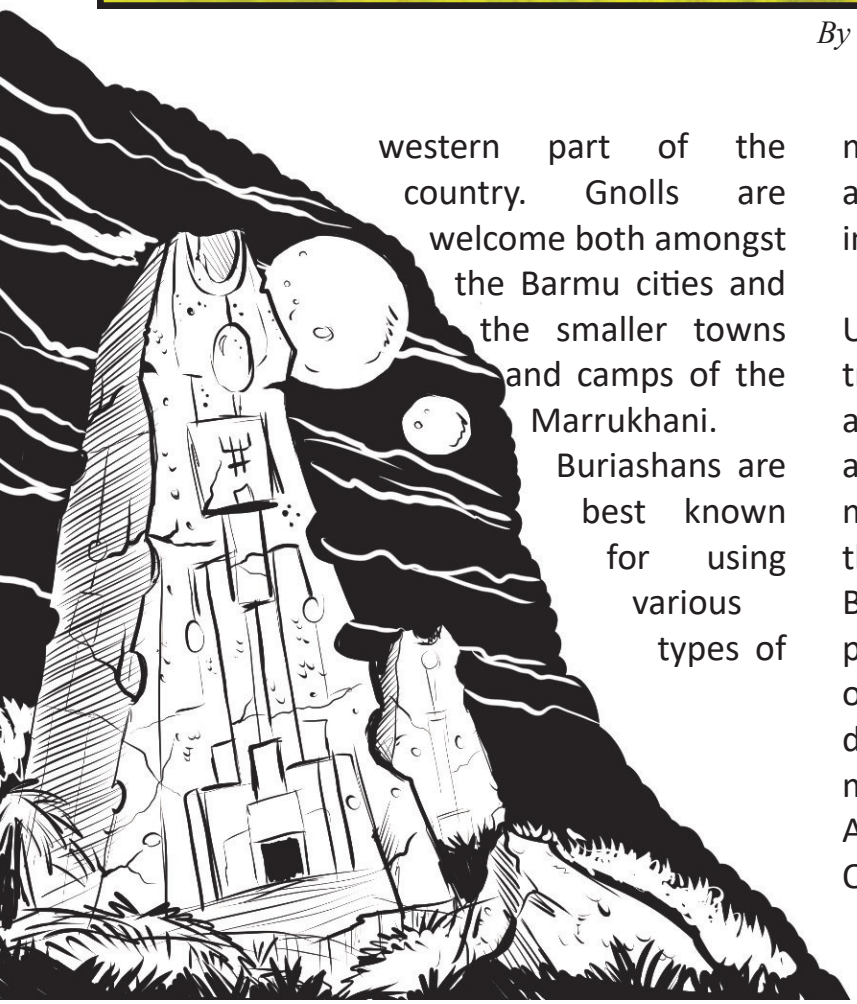
fight amongst themselves. There was once a Gnoll Empire that was annihilated by the kingdom of Anshan, and afterwards a full-blown genocide was only prevented by the intervention of our normally isolationist land of Buriash. As our crown prince at the time, I led a large Buriashan army, stopped the genocide, rescued the surviving Gnolls. We settled them in the area bordering Parthomedia, a neutral neighbor to the northwest of Buriash. Of course, some of the cursed weapons used during that war made the people of Anshan largely go insane. This led to twenty years of civil war, blood letting, and self-genocide that only ended when the Blood Prince, Shutruk allied to the mysterious demigoddess Sahune, and brought order to Anshan. Recently Anshan was invaded by Oikoumenos, but that invasion was crushed by the same man who weakened Anshan in the first place: my humble self. Now Anshan and Buriash are both member kingdoms of Parthopotamia.

A necromancer, traitor to the kingdom of Persopatene, Ibn Sughd, caused a war between the recently unified dual kingdom of Parthopatene. This kingdom was formed from the union of Persopatene and Parthomedia, each of which remains autonomous within that larger alliance. The war was ostensibly over the Gnolls encroaching on Parthomedian territory, but it was all a setup by Ibn Sughd, a member of the royal family. The war ended in a novel resolution, as Buriash joined a new state led by the king of Parthopatene, led by the king of Persopatene and Parthopatene as Emperor of Parthopotamia. Since then, Mezzopotamia and Anshan have joined to avoid aggression from Oikoumenos and Urartu has joined for protection from both Oikoumenos in general and the Hayanotoikoumenes in particular.

Dwarves rule in four of the six constituent kingdoms and all four of the five “regions” or sub-factions of the Empire. Outside of the capital region, Parthopatene, there are no humans living in the rest of the Empire. Instead, Dwarves live in all four other regions, with three regions being dominated by them, while Buriash now has a significant and well-integrated population of Gnolls in it. There have been Gnolls in Buriash since before the war with Anshan but now it is three times as strong, concentrated in the

By Andre Kritzinger

By Matt Gilbert



western part of the country. Gnolls are welcome both amongst the Barmu cities and the smaller towns and camps of the Marrukhani.

Buriashans are best known for using various types of mongoose, both for labor and for combat, and they are also known for their nearly impenetrable stone armor.

Urartu is an old kingdom that often seems trapped in ancient times. Rooted deeply in ancient Suvalic traditions, they use chariots and lions. The Dwarf culture of Anshan is more wild and once attempted to destroy the Gnolls. I, Moar Agban Barmu, hero of Buriash, stopped the genocide. But, in the process we accidentally unleashed a series of events in Anshan that led to civil war, disease, and insanity in Anshan. Recently to make amends we have attempted to help Anshan rebuild, and defeated an invasion of Oikoumenos.

Urartu has an ancient Suvalic traditions and is quite mysterious. Its dwarves admire Moar but are even more conservative and traditional. The Mezzopotamians are very involved in commerce and have a lot in common with Oikoumenos despite their history of conflict. Bringing all these cultures together is the Imperial Council, and the Emperor Cambyses and Prince Cyrus are the kind of humans able to bridge all of the gaps between dwarf cultures and between humanity and dwarfdom.

By Claudia Zuminich

War is coming and I, Moar Barmu, will need to overcome distrust within our new nation of Parthopotamia and between my nation and traditional enemies to stop the rise of the necromantic horror in the West.

A Distant Battlefield

New Special Rules

These new special rules for Tetra Firma are in addition to the special rules in the base Kings of War game.

Optional General Rule:

Counter-Charges

After combat is resolved, including any applicable Nerve tests, the charged unit may immediately melee attack the charging unit. This attack does not benefit from Thunderous Charge, and if they choose to Counter-Charge mark them with a token. Units marked with this token cannot charge or counter-charge on your turn, and the token is removed at the end of your turn.

- **Cause Fear:** When this unit charges an enemy unit, they have to take a normal Nerve test before combat, ignoring any damage already on the unit for this special test. If they are Wavered, the unit is instead Routed because the enemy will charge them down. If the unit passes the test, combat proceeds as normal, and a normal Nerve test may be required if the unit suffers damage as normal.
- **Chariots:** These units should be based on 50mmx150xx bases
- **Demon:** This unit counts as a Demon for game purposes, has Supernatural, and ignores Fear effects. In addition, this unit cannot be Disordered, although they take Nerve tests normally.

- **Dwarf:** This unit has Magic Resistance and counts as Dwarf for game purposes
- **Fearless:** This unit ignores the Cause Fear Nerve tests, and treats Wavered Nerve test results as Steady instead.
- **Hammer of Samas:** This unit doubles any damage inflicted against Monstrous units. This can be combined with Silvered Weapons for quadruple damage
- **Human:** Human is a default category; if a unit does not have the Supernatural or Dwarf rules, it is Human.
- **Large Chariots:** These units gain Thunderous Charge (+1) when charging Infantry. In addition, they should be based on 100x150mm bases
- **Magic Resistance:** The first time this unit is targeted by any spell during a turn, roll a die. On a 4+ the unit or character is immune to all spells, positive or negative, this turn
- **Magic Shield:** All magic attacks (ranged and melee) from enemies that are in the unit's front arc treat its defense as 6+.
- **Monstrous:** Unit with this count as Monstrous for game rules. In addition, they have Crushing Strength (1)
- **Monstrous Troop:** These units are Monstrous, and Cause Fear. In addition, they should be based on 150mmx150mm bases.
- **Silvered Weapons:** Units with this rule double any damage inflicted against Supernatural creatures
- **Stone Armor:** Enemies ignore their Crushing Strength and Piercing values when attacking this unit
- **Supernatural:** This unit is counted as Supernatural for game purposes, and ignores the first damage it suffers every turn
- **Undead:** This unit counts as Undead for game purposes, and has Supernatural, Cause Fear, and Fearless.
- **Witch:** This unit counts as Human even if it has the Supernatural rule. This unit also has Magic Shield and Blue Magic: Shielding (1).

By "C.M. Minis"

The Weave of Magic

Magic weaves a strange path in Tetra Firma. There are hues, colors and shapes and forms of magic that are as varied as the colors upon a slick of oil upon water, or a rainbow in the spray of a foaming sea.

Take heed of their powers, as each is capable of bringing success or ruin to your forces should you be caught unaware of a particular shade's power.

In Tetra Firma, spells work differently than in Kings of War. Use these rules for your Tetra Firma units that have the Magic ability of a given color.

Before a game

Each unit must allocate the given points for their Magics between the two spells in that school. For example, a unit with "Blue Magic: Shielding (2)" would be able to allocate two points to Aether Shield, two points to Magic Wall, or one point to each. Once this choice is made, it cannot be changed during a game.

Casting Spells

During a game, a unit can forgo making a Ranged Attack in order to attempt to cast one of their Spells. Rolling a number of dice indicated by the number of points they have allotted for that spell, the spell succeeds if at least one die rolls the given Casting Roll value.

Combat Spells

These spells can be used while the unit is Disrupted or in melee combat.

Blue Magic

This magic focuses and refines the innate potential of living beings, winding it into powerful spells of shielding as well as arcane blasts of power and arcing bolts of lightning.

School of Lightning

Spell Name	Combat Spell?
Thunder Hammer	Yes
Casting Roll	**Range**
5+	18”
Effect	
This is a 18 attack Ranged Attack with Piercing (1), to one unit of troops, and a second identical attack against one character within 6'' or that unit	

Spell Name	Combat Spell?
Call of Teshub	No
Casting Roll	**Range**
6+	24”
Effect	
This is a 24 attack Ranged Attack with Piercing (2), divided equally between all enemy units and characters within range, plus 6 additional attacks to all units and characters within 6'' of an affected unit	

School of Shielding

Spell Name	Combat Spell?
Aether Shield	Yes
Casting Roll	**Range**
4+	12”
Effect	
Add +1 Def to one unit of troops, and to any characters within 6'' of that unit until the start of your next turn	

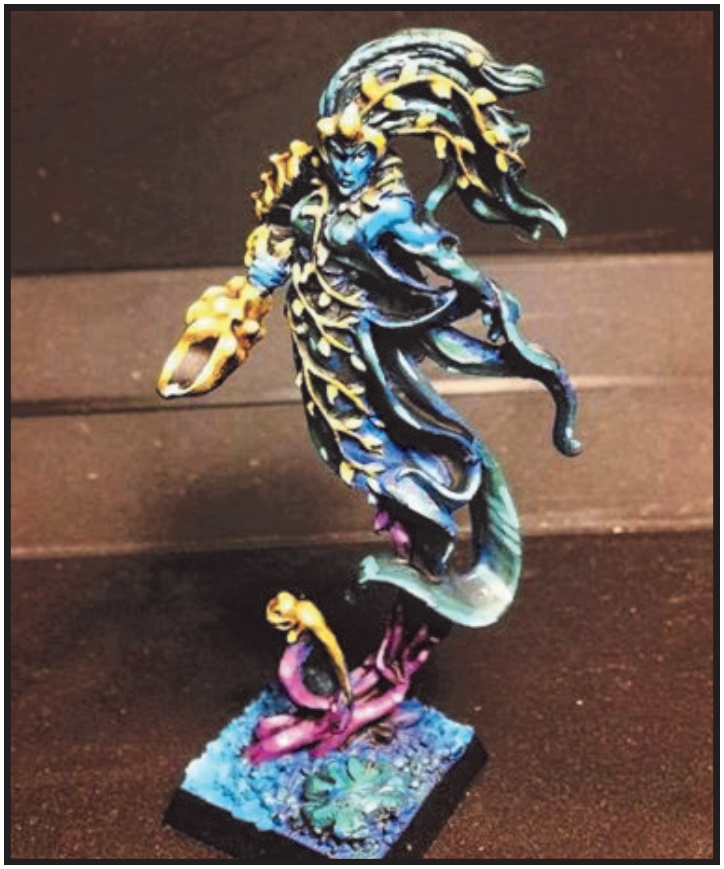
Spell Name	Combat Spell?
Magic Wall	No
Casting Roll	**Range**
5+	18”
Effect	
Add+1 Def to all friendly units within range until the	

By Jim Kew

School of the Arcane

Spell Name	Combat Spell?
Blue Blast	No
Casting Roll	**Range**
4+	12”
Effect	
This is a 12 attack Ranged attack, hitting on a 4+	

Spell Name	Combat Spell?
Blue Blizzard	No
Casting Roll	**Range**
6+	24”
Effect	
This is a 24 attack Ranged attack with Piercing (1), hitting on a 4+. The attacks must be divided equally between all units of enemy troops and characters within range	



By Florian Manthey

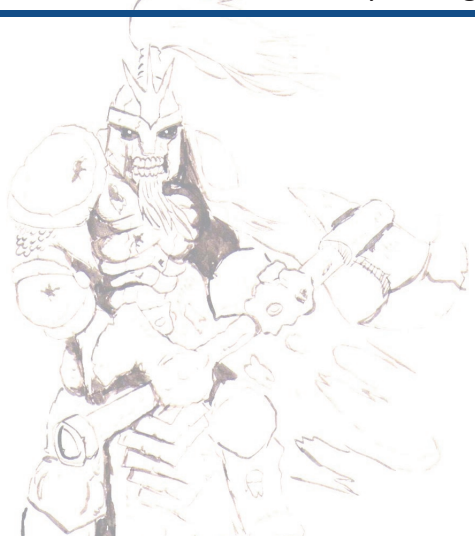
Black Magic

This magic wields the power of the balance of life and death, raising skeletons and zombies from their graves as well as shrouding the battlefield in darkness.

School of Darkness

Spell Name	Combat Spell?
Darkness Volley	No
Casting Roll	**Range**
5+	18”
Effect	
This cannot be cast on an enemy Undead unit or unit with Stone Armor. The enemy unit take 2D6 damage.	

Spell Name	Combat Spell?
Darkness Wave	Yes
Casting Roll	**Range**
6+	24”
Effect	
This cannot be cast on or affect an enemy Undead unit or unit with Stone Armor. The unit take 3D6 damage and all other enemy units and characters within 12'' take 2D6, divided evenly amongst them.	



School of Ancient Death

Spell Name	Combat Spell?
Summon Skeleton	No
Casting Roll	**Range**
4+	12”
Effect	
This must be cast on a friendly unit of troops with Skeleton in the name. The unit removes 2D6 damage	

Spell Name	Combat Spell?
Enhance Skeleton	No
Casting Roll	**Range**
6+	24”
Effect	
This must be cast on a friendly unit of troops with Skeleton in the name. The unit gains +1 Def and +1 Attack until the start of your next turn.	

By Jim Kew

By Matt Gilbert

School of Resurrection

Spell Name	Combat Spell?
Summon Zombie	No
Casting Roll	**Range**
4+	12”
Effect	
This must be cast on a friendly unit of troops with Zombie in the name. The unit removes 2D6 damage	

Spell Name	Combat Spell?
Enhance Zombie	No
Casting Roll	**Range**
5+	18”
Effect	
This must be cast on a friendly unit of troops with Zombie in the name. The unit gains +1 Def and +1 Attack until the start of your next turn.	

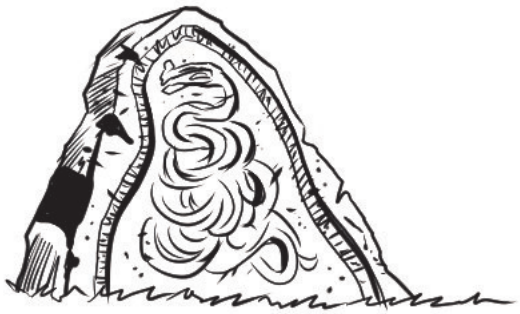
Brown Magic

This magic draws on the power of the earth and living things, enhancing the growth of plants and empowering beasts while using the earth itself as a weapon.

School of Beasts

Spell Name	Combat Spell?
Enhance Beast	No
Casting Roll	**Range**
4+	12”
Effect	
This can only be cast on Cavalry, Chariots, Large Cavalry or Chariots, and units with Monstrous. The target unit or model gains +1 Attack and +1 Def until the start of your next turn	

Spell Name	Combat Spell?
Summon Beast	No
Casting Roll	**Range**
6+	24”
Effect	
This can only be cast on Cavalry, Chariots, Large Cavalry or Chariots, and units with Monstrous. The target unit or model removes 2D6 damage	



School of Growth

Spell Name	Combat Spell?
Growth	Yes
Casting Roll	**Range**
4+	12”
Effect	
Cannot target an Undead unit. The unit gains +1/+1 Nerve until the start of your next turn	

Spell Name	Combat Spell?
Growth Zone	No
Casting Roll	**Range**
5+	18”
Effect	
Does not affect Undead units. All friendly units within range of the caster gains +1/+1 Nerve until the start of your next turn	

By Dan Read

School of Earth

Spell Name	Combat Spell?
Rend Earth	Yes
Casting Roll	**Range**
5+	18”
Effect	
One target unit within range takes a 6 attack Ranged attack hitting on a 4+, and all other enemy units and characters within range receive 12 Ranged attacks hitting on a 4+, divided evenly amongst them. If only the target is within range, it take 18 attacks instead	

Spell Name	Combat Spell?
Earthquake	No
Casting Roll	**Range**
6+	24”
Effect	
One target unit within range takes a 12 attack Ranged attack hitting on a 4+, and all other enemy units and characters within range receive 24 Ranged attacks hitting on a 4+, divided evenly amongst them. If only the target is within range, it take 36 attacks instead	

By Andre Kritzinger

Gold Magic

This magic wields the power of the gods, granted to noble and devoted warriors to smite their enemies. These spells defend and bolster your own troops while raining destruction on your foes.

School of Honor

Spell Name	Combat Spell?
Strength of Samas	Yes
Casting Roll	**Range**
4+	12”
Effect	
The target unit gets +1 Melee Attacks until the start of your next turn.	

Spell Name	Combat Spell?
Hammer of Samas	Yes
Casting Roll	**Range**
5+	18”
Effect	
This unit gains Hammer of Samas until the start of your next turn	

School of Defense

Spell Name	Combat Spell?
Shield of Samas	Yes
Casting Roll	**Range**
4+	12”
Effect	
The unit gains +1 Def until the start of your next turn	

Spell Name	Combat Spell?
Stone Armor	Yes
Casting Roll	**Range**
6+	24”
Effect	
Target unit gains Stone Armor until the start of your next turn	

By Matt Gilbert

By "Dusty"

School of Divinity

Spell Name	Combat Spell?
Divine Courage	Yes
Casting Roll	**Range**
5+	18"
Effect	
Target unit ignores the Cause Fear rule until the start of your next turn	

Spell Name	Combat Spell?
Call of Yahwis	Yes
Casting Roll	**Range**
6+	Unlimited
Effect	
Every unit and character in your army becomes Fearless, Causes Fear, doubles its attacks in Melee, and hits on a 2+ in Melee until the start of your next turn. This spell may only be attempted once per game, and only one caster can attempt to cast	

Green Magic

This magic uses the life-force of all things that walk and breathe, and the energy released from their destruction. These spells corrode the enemy, melting weapons and armor and flesh alike in a blaze of light.

School of Defiling

Spell Name	Combat Spell?
Decay	No
Casting Roll	**Range**
4+	18”
Effect	
This cannot affect units with Stone Armor. Target enemy unit or character loses -1 Attack and -1 Def until the start of your next turn.	
Spell Name	**Combat Spell?**
Desiccate	No
Casting Roll	**Range**
5+	24”
Effect	
This cannot affect units with Stone Armor. Target enemy unit or character and one additional character within 6'' of the target loses half of its attacks, -1 Attack and -1 Def until the start of your next turn.	

School of Destruction

Spell Name	Combat Spell?
Devastate	No
Casting Roll	**Range**
4+	18”
Effect	
Target enemy unit suffers a 18 attack Ranged attack hitting on 4+, and must take Fear test after resolving attacks	
Spell Name	**Combat Spell?**
Destroy	No
Casting Roll	**Range**
6+	30”
Effect	
Target enemy unit suffers a 36 attack Ranged attack hitting on 4+, and must take Fear test after resolving attacks	

By Matt Gilbert

School of the Guardian

Spell Name	Combat Spell?
Emerald Cleansing	No
Casting Roll	**Range**
5+	24”
Effect	
Target enemy unit suffers a 24 attack Ranged attack, hitting on 4+. For every two damage caused the caster removes a damage on themselves, rounding down	

Spell Name	Combat Spell?
Jade Doom	Yes
Casting Roll	**Range**
6+	30”
Effect	
All enemy unit within range suffers 36 attack Ranged attacks, divided evenly and hitting on 4+. For every two damage caused the caster removes a damage on themselves, rounding down	

By Darren Lysenko

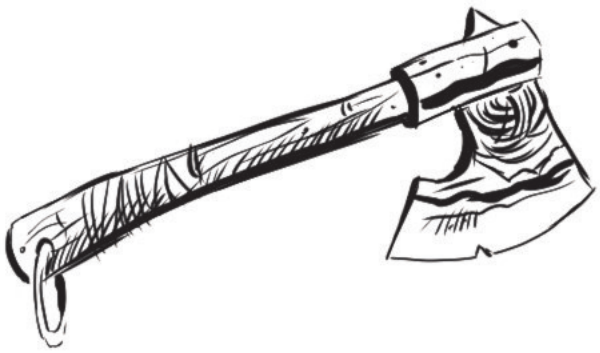
Red Magic

This magic empowers the vital essences of blood, war, and rage of living things into a weapon for the caster to use. These spells drain life, demolish enemies, and empower and mend your own warriors.

School of Vampirism

Spell Name	Combat Spell?
Vampirism	Yes
Casting Roll	**Range**
4+	6”
Effect	
Target unit and one character within 6'' gain the Evil Dead rule until the start of your next turn. Units and characters in the Vampire Guilds sub-faction heal two wounds per wound inflicted while under the effects of this spell	

Spell Name	Combat Spell?
Blood Rage	No
Casting Roll	**Range**
5+	18”
Effect	
Target unit gains +1 Attack, and an additional +6 attacks when it charges until the start of your next turn.	



School of Rage

Spell Name	Combat Spell?
Rage Heal	No
Casting Roll	**Range**
4+	12”
Effect	
Target unit gains Evil Dead rule until the start of your next turn. This unit heal two wounds per wound inflicted while under the effects of this spell when they charge	

Spell Name	Combat Spell?
Demon’s Rage	No
Casting Roll	**Range**
6+	24”
Effect	
This unit does double damage when it charges non-Supernatural units without Stone Armor	

By Paul Welsh

School of Sorcery

Spell Name	Combat Spell?
Sorcerous Blast	Yes
Casting Roll	**Range**
5+	18”
Effect	
Target enemy unit without Stone Armor suffers an 18 attack Ranged attack with Piercing (1), hitting on 4+	

Spell Name	Combat Spell?
Art of War	Yes
Casting Roll	**Range**
6+	36”
Effect	
All friendly units and characters in range gain +2 Sp until the start of your next turn	

By Cedric Boudoya

White Magic

This magic reveres and enhances the power of life itself, healing your troops, blessing their arms and armor, and protecting them from further harm.

School of Healing

Spell Name	Combat Spell?
Heal	No
Casting Roll	**Range**
4+	12”
Effect	
Target friendly unit receives an 18 attack Ranged attack, and a character within 6'' of the unit receives a 6 attack Ranged attack. For each Damage rolled, remove a Damage on the unit instead of adding Damage.	

Spell Name	Combat Spell?
Healing Wave	No
Casting Roll	**Range**
5+	18”
Effect	
All friendly units in range receives 36 Ranged attacks divided as equally as possible among them, and all units and character within 6'' of the affected units receive a 6 attack Ranged attack. For each Damage rolled, remove a Damage on the unit instead of adding Damage.	

School of Warding

Spell Name	Combat Spell?
Magic Ward	Yes
Casting Roll	**Range**
4+	12”
Effect	
The unit gains Magic Resistance until the start of your next turn	

Spell Name	Combat Spell?
Mass Ward	No
Casting Roll	**Range**
6+	24”
Effect	
All friendly units within range gain Magic Resistance until the start of your next turn	

By Jose Manuel Chasco Gonzalez

School of Blessing

Spell Name	Combat Spell?
Blessing	No
Casting Roll	**Range**
5+	18”
Effect	
Target unit or character's Ranged attacks gain +1 Attack until the start of your next turn. This does not affect any of their Spells.	

Spell Name	Combat Spell?
Blessed Wave	No
Casting Roll	**Range**
6+	24”
Effect	
All unit or characters within range gain +1 Attack to their Ranged attacks, and all units and character within 6'' of the affected units receive a further +1 Attack to their Ranged attacks. This does not affect any of their Spells, and lasts until the start of your next turn.	

By Boris Samec

Army Building Rules

By Jack Bryant

Tradition and necessity dictate the shape of the armies marching across the face of Tetra Firma. Generals lead their people, and tenuous alliances and dense webs of alliances and faction pledges of fealty serve to make no two armies alike.

Weigh your forces and their uses carefully, and may the best strategist be victorious.

When building an army, use these rules instead of the rules in the Kings of War rulebook.

The General

You begin by purchasing a General for your army. This must be chosen from the Hero or General list, but if a unit is purchased from the General list then that unit must be the army's General.

The Faction

The general determines the faction and core sub-faction of the army. Unless otherwise stated, you can only have units and heroes from your faction and it's sub-factions in the army, with no Allies allowed. Each faction list has five sub-factions.

Your general determines what your core sub-faction is, meaning that unless otherwise stated, 50 percent or more of your points have to come from that sub-faction. The rest of your points can come from any and all of the other sub-factions in your faction, subject to the below restrictions for your faction.

Warmachines are normal Large Infantry units for the purposes of this setting, and monsters are either Monstrous Infantry or Characters. The regiment-based system from Kings of War of hiring warmachines, monsters, and heroes is replaced by the above and below restrictions.

Vlacha et Euphrasia Restrictions

What do non-core subfaction units need to do to be included in the army?
Each non-core sub-faction included must have a sub-faction hero in the army

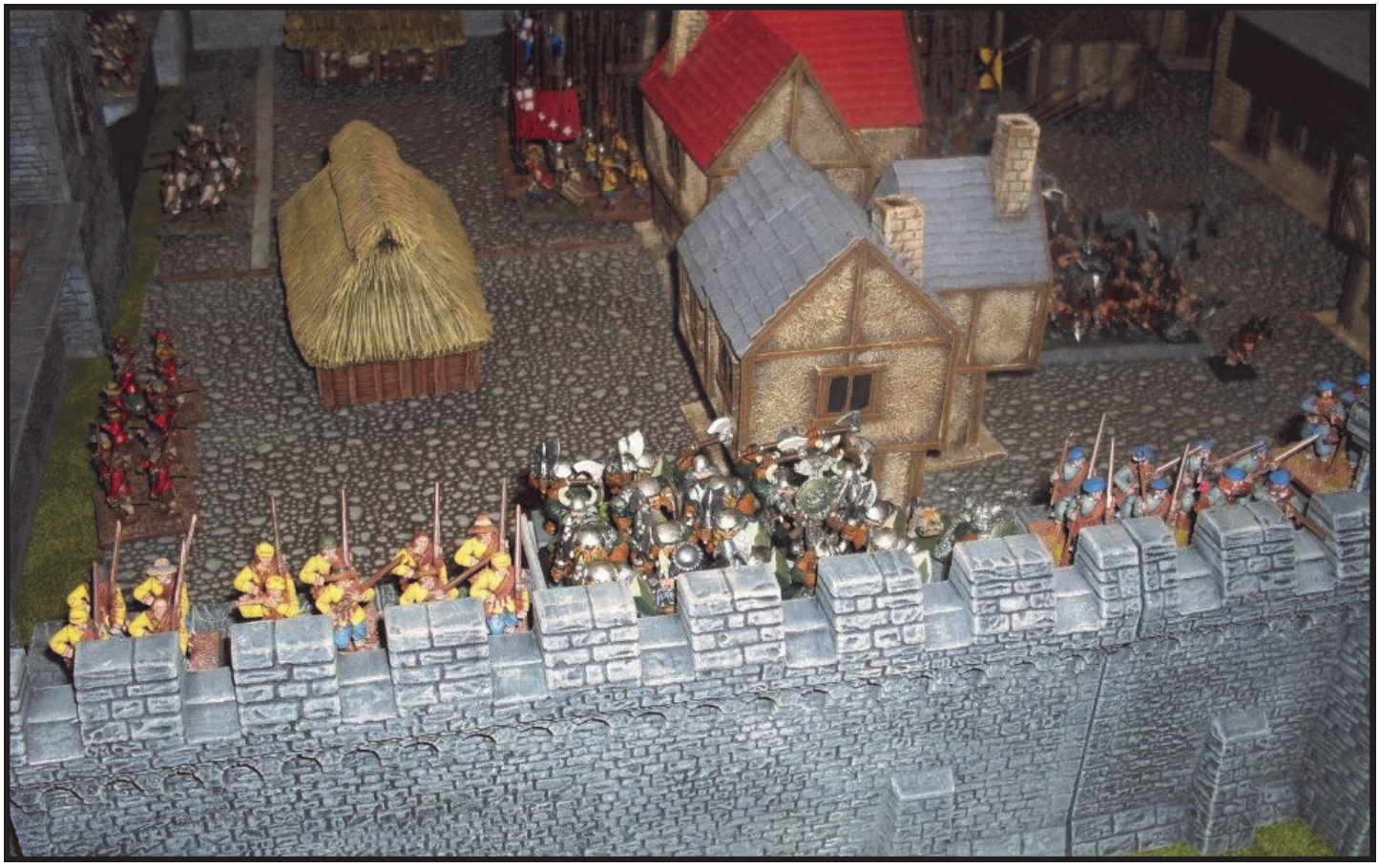
Unit type restrictions
The army may have up to half of its points invested in cavalry and Euphrasian-led armies have no cavalry restrictions at all

How many characters per unit can I have?
Vlachan (non-Euphrasian-led) armies can take two characters (including the general) per infantry unit and one character per all other units while Euphrasian-led armies can include one character for all units

Western Empire Restrictions

What do non-core subfaction units need to do to be included in the army?
Each non-core sub-faction can have one unit in the army without an accompanying hero but must have a character to add a second unit

Unit type restrictions
The army may have up to half its points invested in cavalry, large cavalry, chariots, or large chariots combined.



By "TSNC"

By Andre Kritzinger

Rasna-led armies have no restriction on any of these groups

How many characters per unit can I have?
Rasna-led armies can take one character per unit, not counting the general, who does not count against the character limit but must be the Rasna general character.

All other armies can take one character per unit, including the general, except they can take two characters per unit, not counting the general

Necropolis Guild Restrictions

What do non-core subfaction units need to do to be included in the army?
Non-Undead units do not required an accompanying hero but Undead units require an accompanying sub-faction character to be included

Unit type restrictions
Numantia-led armies have no limits on how much of the army can be cavalry.

All other sub-factions can have up to 50 percent of their army as cavalry and large infantry total

How many characters per unit can I have?
Numantia-led armies can only have one character, including the general, per unit.

All other sub-faction can have two characters per infantry unit or one character per each non-infantry unit.

Kobolds do not count their general against the limit but it must be their general character

Tasarian Compact Restrictions

What do non-core subfaction units need to do to be included in the army?
Each non-core sub-faction included must have a sub-faction hero in the army and to include Tasarian units, you must have at least two Tasarian character in the army

Unit type restrictions
Battle Sloth and Tasarian-led armies have no large infantry, monstrous troops, or chariot restrictions.

All other sub-factions can only have 50 percent of their troops of these categories

How many characters per unit can I have?
Each unit in a Tasarian-led army entitles the player to two characters for a non-Tasarian unit or three Tasarian characters for a Tasarian unit.

All other sub-factions can bring two characters for each unit of that sub-faction in the army.

Carthago, Lemurian, and Laernot generals are 20 percent off if they are the general character of that sub-faction

Oikoumenos Restrictions

What do non-core subfaction units need to do to be included in the army?
Each non-core sub-faction can have one unit in the army without an accompanying hero but must have a character to add a second unit

Unit type restrictions
There are no unit restrictions on any sub-factions in this faction

How many characters per unit can I have?
You can one character, not including the general for each non-infantry unit; you get two characters per infantry unit and Hayanoikoumene-led armies also get two characters per large infantry units

Parthopotamia Restrictions

What do non-core subfaction units need to do to be included in the army?
Each non-core sub-faction included must have a sub-faction hero in the army; moreover a Gnoll character must be included in any non-Buriashan-led army to allow for Gnoll units or Mongoose Knights

Unit type restrictions
The army may have up to 50 percent of its points in cavalry, chariots, large chariots, or large cavalry, unless led by a Parthopatene general, in which the cavalry restriction is ignored, or a Mezzopotamian general, which the chariot and large chariot restrictions are lifted, or an Urartu general, in which all the restrictions are lifted

By Florian Manthey

By Matt Gilbert

How many characters per unit can I have?
Anshan-led armies get their general at half price, but it must be their general character and it does not count against their character limit, all units entitle the army to one character.

Buriash-led armies can include two characters per infantry unit and can include one Gnoll character without counting against the limit at a 20 percent points discount; they can include one character per non-infantry unit.

Urartu-led armies can include two characters per non-infantry unit and one character per infantry unit, including the general.

Mezzopotamia-led armies can include two characters per infantry unit and one character per other unit, not including general if it is the general character type for the sub-faction, which can be included at 20 percent points discount.

Parthopatene-led armies can include two characters for all units included, including the general towards character limit for the army .

The Splintered World

Vlacha et Euphrasia

Faction

Faction Special Rule: **Special Acquisition**
Can take an allied unit from the Western Empire list if an Inquisitor or Senior Inquisitor is taken. The allied unit has +1 Nerve to both values. If no such allied unit is taken, add +1 Nerve to both values to any single Troop unit for free

The Vlachans

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Vlachan	Fulganic
Species	**Primary Continent**
Human and a variety of	Basilia

The Euphrasians

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis, Hepat	
Language	**Language Family**
Euphrasian	Fulganic
Species	**Primary Continent**
Human	Euphrasia

Vlachan Militias

Sub-Faction

Sub-Faction Special Rule: **I Ain't 'Fraid of No Ghosts**

Active Fear abilities do not affect any members of this sub-faction if within 12'' of your General

Troops:

Peasant Farmers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	3+	15	13/15	80
Special:	N/A						

Townsfolk					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	4+	15	14/16	120
Special:	Phalanx, Headstrong within 6'' of Vlachan Militia characters						

Peasant Archers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	5+	5+	3+	15	13/15	100
Special:	Bows						

By Andre Kritzinger

Werewolf Foresters					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	6	3+	3+	5+	9	16/18	150
Special:	Fearless, Monstrous, Supernatural, Regeneration, Nimble, Pathfinder, Bows						

Hero Characters:

Vlachan Militia Hero					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	-	4+	3	5w	50
Special:	Very Inspiring (Valachan Militias)						

Hedge Witch					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	5w	70
Special:	Supernatural, Magic Shield, Blue Magic: Shielding (1), White Magic: Healing (1)						

General Characters:

Werewolf Prince					Large Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	4+	4+	3	16w	120
Special:	Supernatural, Brown Magic: Growth (1), Brown Magic: Beasts (2)						

Vampire Guilds

Sub-Faction

Sub-Faction Special Rule: **Fear Me, Mortals**
Non-supernatural enemy troops and characters suffer Fear within 12'' of the General

Troops:

Youngbloods					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	4+	-	5+	15	15/17	150
Special:	Supernatural, Regeneration within 6'' of Vampire Guild characters						

Oldbloods					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	5+	15	17/19	180
Special:	Elite, Regeneration, Vicious within 6'' of Vampire Guild Characters						

Ironhelms					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	140
Special:	Thunderous Charge (2), Supernatural						

By "Azazel"

Silverbloods					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	190
Special:	Thunderous Charge (2), Supernatural, Crushing Strength (1), Elite						

Vampire Apprentices					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	9	4+	4+	4+	15	13/15	160
Special:	Thunderous Charge (1), Supernatural, Red Magic: Vampirism (1)						

Hero Characters:

Vampire Merchant					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	9	4+	4+	4+	3	5w	70
Special:	Supernatural, Inspiring (Vampire Guilds), Regeneration, all Vampire Guilds troops cost 10% less to purchase (Round up to the nearest 5 pts)						

Vampire Witch					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	4+	4+	3	5w	80
Special:	Supernatural, Magic Shield, Blue Magic: Shielding (1), Red Magic,: Vampirism (1)						

General Characters:

Vampire Noble					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	5+	3	8w	100
Special:	Supernatural, Red Magic: Vampirism (3), grants Regeneration to troops within 6''						

Monastic Union

Sub-Faction

Sub-Faction Special Rule: **Holy Rage**
Troops gain +1 to Hit within 12'' of General

Troops:

Monks							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	110
Special:	Headstrong within 6'' of a Monastic Union character						

Nuns							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	120
Special:	Crossbows, +1 Ra within 6'' of a Monastic Union Character						

By Peter Grose

Humpbacks							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	7	3+	-	5+	9	-/18	160
Special:	Fearless, Monstrous, Supernatural, Regeneration, Causes Fear						

Gargoyles							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	8	4+	-	5+	15	13/15	140
Special:	Supernatural, Regeneration, Flying, Def 6+ within 6'' of Monastic Union characters						

Werebats							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	9	4+	-	4+	15	13/15	130
Special:	Supernatural, Regeneration within 6'' of Monastic Union characters, Flying						

Hero Characters:

Humpback Traul							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	7	4+	4+	4+	3	10w	100
Special:	Supernatural, Monstrous, Vicious, Inspiring (Monastic Union)						

Cleric					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	White Magic: Healing (2)						

General Characters:

Abbot					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	110
Special:	White Magic: Healing (3)						

Euphrasia

Sub-Faction

Sub-Faction Special Rule: **Horse Lords**
Cavalry troop gain +1 Crushing Strength if within 12'' of General

Troops:

Royal Pikemen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	4+	15	15/17	120
Special:	Elite, Phalanx, Ensnare						

Euphrasian Peltasts					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	4+	15	13/15	110
Special:	Javelins						

Euphrasian Feudal Cataphracts					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	150
Special:	Thunderous Charge (2)						

By "imm0rtal reaper"

Euphrasian Royal Cataphracts					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	170
Special:	Thunderous Charge (2), Elite						

Euphrasian Griffon Cataphracts					Large Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	12	3+	-	5+	9	14/16	190
Special:	Thunderous Charge (2), Monstrous, Supernatural, Flying, Crushing Strength (1)						

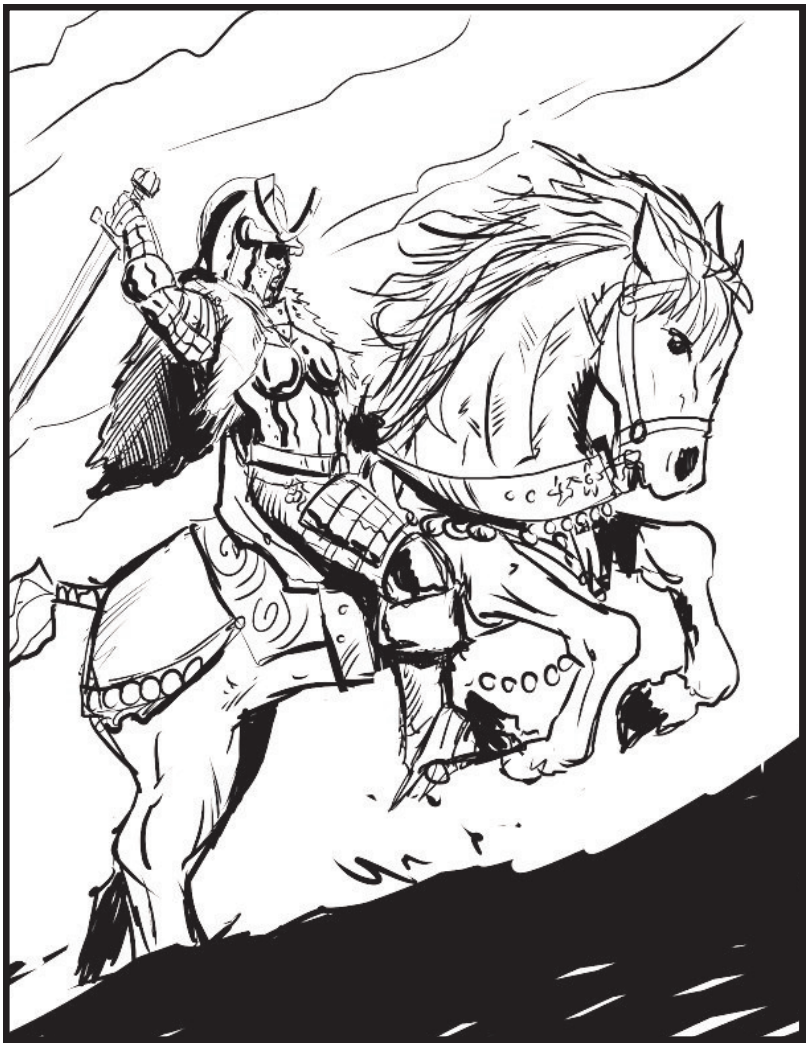
Hero Characters:

Euphrasian Captain					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	5w	60
Special:	Inspiring (Euphrasia), Thunderous Charge (2), Crushing Strength (1)						

Euphrasian Witch					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	5w	80
Special:	Supernatural, Magic Shield, Blue Magic,: Shielding (1), White Magic: Blessing (1)						

General Characters:

Diadoch					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	8w	100
Special:	Thunderous Charge (2), Very Inspiring (Euphrasia), all sub-faction units gains Vicious within 12''						



Inquisition

Sub-Faction

Sub-Faction Special Rule: **Silvered Weapons** Troops and Characters gain Silvered Weapons within 12'' of General (General always has Silvered Weapons)

Special Options for the Inquisitor and Senior Inquisitor:

- **Witch:** For Senior Inquisitors only, gains Supernatural, Blue Magic: Shielding (1), Magic Shield
- **Werewolf:** Gains Supernatural, Brown Magic: Growth (1), Monstrous, +1 Movement, becomes Large Infantry (Character)

By Andre Kritzinger

- **Humpback:** Gains Supernatural, Monstrous, +1 Movement, becomes Large Infantry (Character), Causes Fear within 6'' if Inquisitor, 12'' if Senior Inquisitor
- **Vampire:** Gains Supernatural, Red Magic: Vampirism (1), +1 Movement, Regeneration
- **Armorer:** Gains Gold Magic: Defense (1); if Senior Inquisitor, becomes Gold Magic: Defense (1) and can still put 3 points into this or other Schools, potentially becoming Gold Magic: Defense (4). Also, Armorer becomes Def 5+ and can add +1 Def to troops or character unit, including himself, to become potentially Def 6+

Troops:

Witch Hunters					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	4+	-	4+	15	14/16	110
Special:	Fearless within 6'' of an Inquisition Character						

Inquisitorial Apprentices					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	4+	4+	15	-/18	130
Special:	Fearless, Magic Resistance, White Magic: Healing (1)						

Hunting Witches					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	3+	15	13/15	120
Special:	Supernatural, Blue Magic: Shielding (1)						

Pistol Witches					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	3+	15	13/15	140
Special:	Pistols, Supernatural, Blue Magic: Shielding (1)						

Inquisitorial Cataphracts					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	4+	5+	12	13/15	150
Special:	Handgun, Thunderous Charge (2), Magic Resistance, Fearless within 6'' of sub-faction characters						

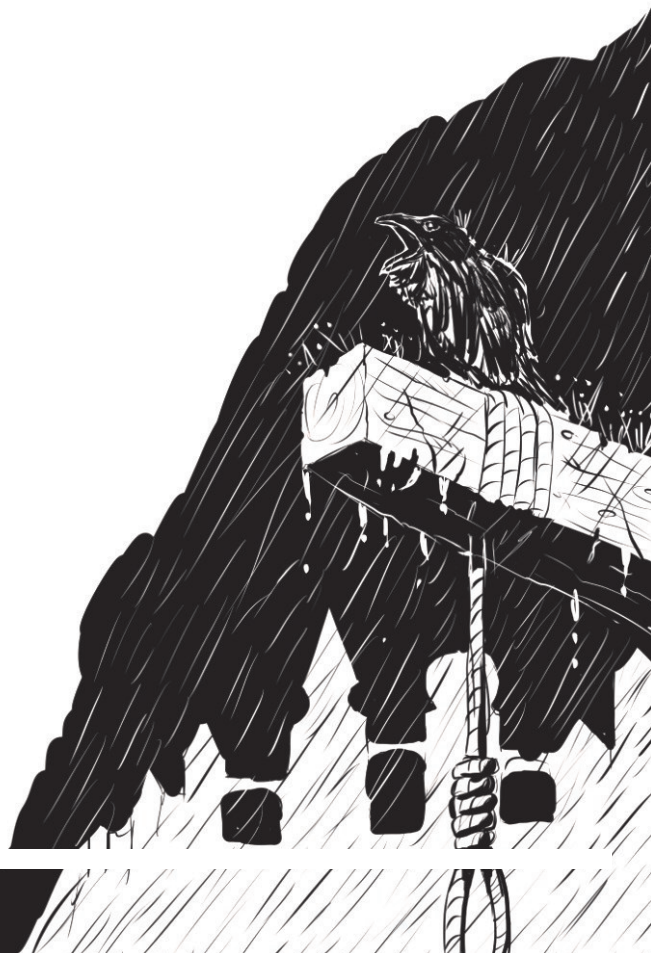
Hero Characters:

Inquisitor					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	90
Special:	Fearless, Inspiring (Inquisition), Pick a Special Option						

Sanctioned Witch Officer					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	4+	4+	3	5w	110
Special:	Fearless, Supernatural, Magic Shield, Blue Magic: Shielding (2)						

General Characters:

Senior Inquisitor					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	120
Special:	Fearless, Gold Magic: Any (3) (must place all three points in one School)						



Western Empire

The Guelphs

Faction

The Inquisition counts as a sub-faction of this faction in this faction's armies, with the primary faction still being the Western Empire.

Faction Special Rule: **Special Acquisition**
Can take an allied unit from the Vlacha and Euphrasia list. If an Inquisitor or Senior Inquisitor is taken, that unit gains +5 Attacks. If no Inquisitor or Senior Inquisitor is taken, add +5 attacks to any troops unit for free.

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Italican	Fulganic
Species	**Primary Continent**
Human	Basilia

By "ManticFanBoyLAD"

The Ghibellines

Religion	Primary God
Desic	Hepat
Other Major Gods	
Dioscurus, Yahwis, The rest of the Ancient Gods	
Language	**Language Family**
Italican	Fulganic
Species	**Primary Continent**
Ghibelline	Basilia

The Sems

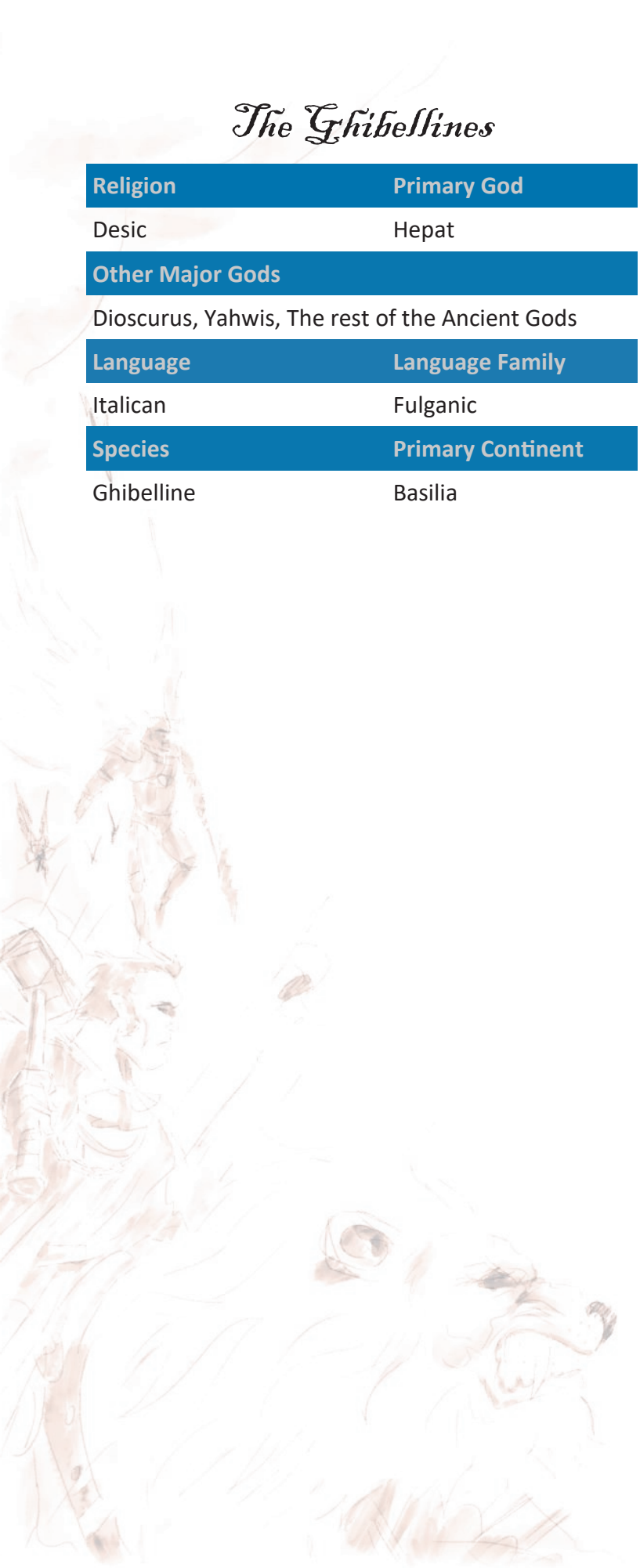
Religion	Primary God
Full Yahwist	Yahwis
Other Major Gods	
None	
Language	**Language Family**
Aquitanian	Fulganic
Species	**Primary Continent**
Human	Basilia

The Sapudans

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis, Hepat	
Language	**Language Family**
Italican	Fulganic
Species	**Primary Continent**
Ghibelline	Basilia

The Basilicans

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis, Hepat	
Language	**Language Family**
Italican	Fulganic
Species	**Primary Continent**
Human	Basilia



The Remicans

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Italican	Fulganic
Species	**Primary Continent**
Human	Basilia

The Fulgans

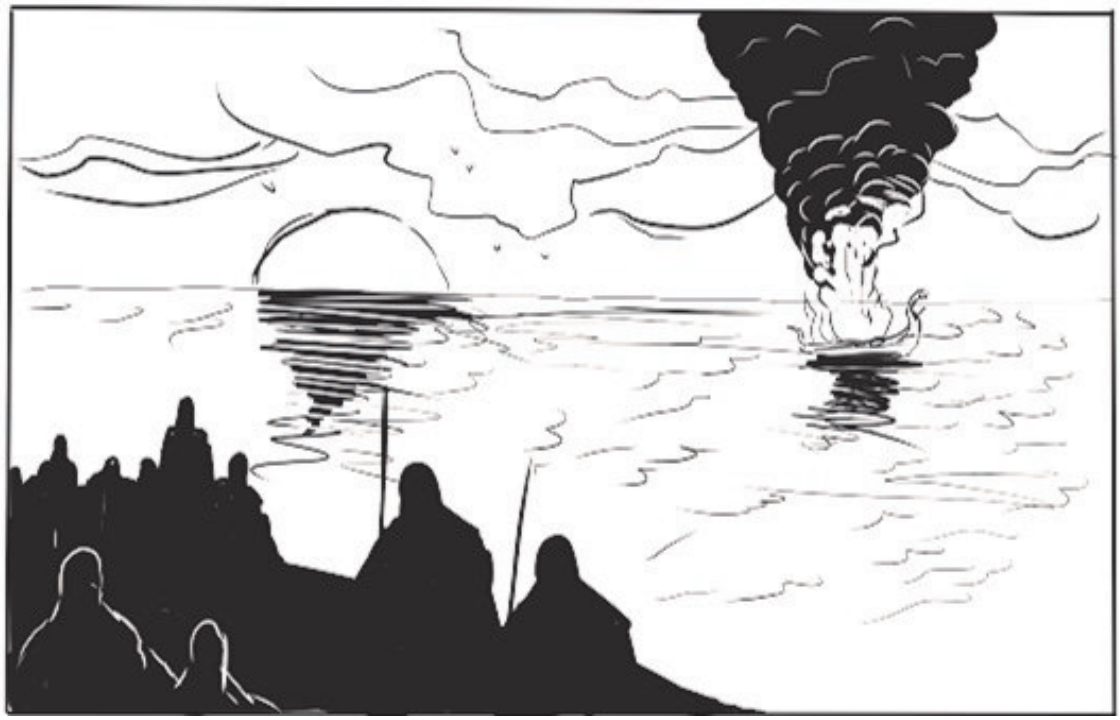
Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
High Fulgan	Fulganic
Species	**Primary Continent**
Fulgan	Basilia

The Rasna of Italica

Religion	Primary God
Semi-Dioscuran	Dioscurus
Other Major Gods	
Yahwis, The Tribal Gods	
Language	**Language Family**
Italican	Fulganic
Species	**Primary Continent**
Rasna (Demon)	Basilia

The Rasna of Rhaetia

Religion	Primary God
Semi-Desic	Yahwis
Other Major Gods	
The Tribal Gods	
Language	**Language Family**
Tabulan	Tubalic-Suvalic
Species	**Primary Continent**
Rasna (Demon)	Basilia



North Italica et Narbonese

Sub-Faction

Sub-Faction Special Rule: **Follow Me**
The General has Rallying (2) for North Italican troops

Troops:

Guelph Halberdiers							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	3+	15	15/17	135
Special:	Phalanx, Headstrong						

Narbonese Defenders							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	5+	15	16/18	160
Special:	Fearless within 6'' of a North Italican Character or Narbonese Sem Apprentices						

By "puggimer"

Ghibelline Arquebusiers							Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	4+	3+	15	13/15	130
Special:	Handguns, Supernatural						

Ghibelline Condotttieri							Cavalry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	3+	4+	12	13/15	120
Special:	Thunderous Charge (1), Supernatural, Handguns						

Guelph Knights							Cavalry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	150
Special:	Thunderous Charge (2)						

Narbonese Sem Apprentices							Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	140
Special:	White Magic: Warding (1)						

Ghibelline Cannon Battery							Large Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	4+	4+	4+	9	13/15	160
Special:	Mobile Artillery, Elite within 6'' of sub-faction characters, Cannon, Supernatural, Vicious, Knocks back enemy units 6'' if this unit is within 6'' of Northern Italican characters						

Hero Characters:

Guelph Captain					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	50
Special:	Very Inspiring (North Italican), Crushing Strength (1). Can buy horse for +10pts to become Cavalry (Character) and gain Thunderous Charge (2)						

Ghibelline Shaman					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	70
Special:	Supernatural, Brown Magic: Growth (1), Brown Magic: Earth (1)						

General Characters:

Guelph General					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	8w	100
Special:	Very Inspiring (North Italican), Crushing Strength (1), Cavalry within 12'' gains +1 Move. Can buy horse for +10pts to become Cavalry (Character) and gains Thunderous Charge (2)						

Basilica et Remica

Sub-Faction

Sub-Faction Special Rule: **Shoot 'Em in the Eye**
Troops cannot be Disordered within 12'' of the General

Troops:

Remican Guards					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	4+	15	16/18	110
Special:	Elite						

Basilican Pikemen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	4+	15	16/18	130
Special:	Elite, Vicious, Phalanx, Ensnare						

Basilican Battle Priests					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	3+	5+	15	17/19	180
Special:	Elite, Gold Magic: Honor (1)						

Sapudo Dragoons					Cavalry, Dragoon		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	4+	5+	12	13/15	170
Special:	Thunderous Charge (1), Supernatural, Handguns. Can become Infantry for free, becomes Sp 5, 14/16 Nerve, and replacing Thunderous Charge (1) with Crushing Strength (1)						

Basilican Condottieri					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	9	4+	4+	5+	12	13/15	140
Special:	Thunderous Charge (1), Handguns						

By Andre Kritzinger

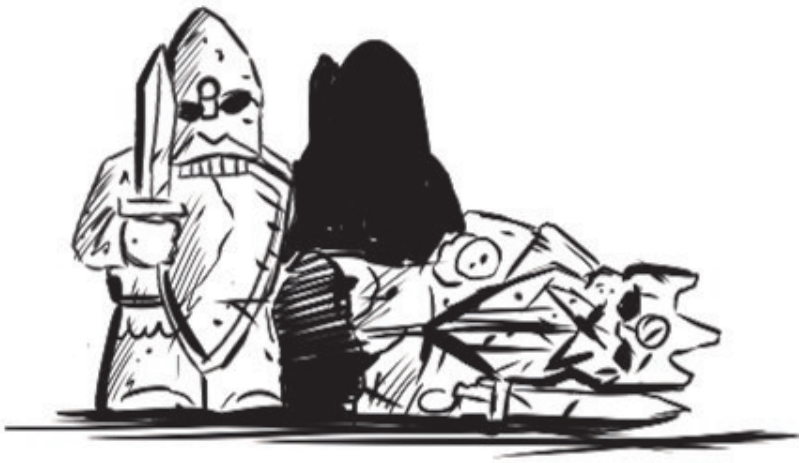
Hero Characters:

Condottieri Captain					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	9	4+	3+	4+	3	5w	60
Special:	Handgun, Grants +1 Ra to Basilican units with Handguns, Thunderous Charge (1)						

Basilican Paladin					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	90
Special:	Gold Magic: Defense (1), White Magic: Blessing (1)						

General Characters:

Imperial General					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	8w	100
Special:	Very Inspiring (Western Empire), Crushing Strength (1), Handgun, Thunderous Charge (2)						



Rasna

Sub-Faction

Sub-Faction Special Rule: **Demonic Bodyguard**

One unit can be nominated before the battle as the General's bodyguard. That unit gains +1 Melee and the General gains +1 Def when they are within 6'' of each other

Troops:

Sword Militia							
Infantry							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	110
Special:	Supernatural, Demon						

Noble Berserkers							
Infantry							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	3+	15	-/16	130
Special:	Elite, Supernatural, Fearless, Demon, Vicious						

Berserkers of Charun							
Infantry							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	3+	4+	15	-/18	140
Special:	Elite, Supernatural, Fearless, Demon, Regeneration, Pathfinder						

Noble Swordsmen							
Infantry							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	4+	15	16/18	140
Special:	Elite, Supernatural, Fearless, Demon, Vicious						

Noble Bowmen							
Infantry							
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	4+	3+	15	14/16	120
Special:	Bows, Elite, Supernatural, Demon						

By "C.M. Minis"

Chariots of Charun					Large Chariot		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	3+	5+	9	-/19	150
Special:	Bows, Elite, Supernatural, Fearless, Demon, Regeneration						

Hero Characters:

Rasna Champion					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	50
Special:	Supernatural, Demon, Vicious, Rasna troops become Fearless within 6''						

Rasna Sorceror					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Supernatural, Red Magic: Sorcery (2)						

General Characters:

Clenarch					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	5+	3	8w	110
Special:	Inspiring (Rasna), Supernatural, Demon, Vicious, Rasna troops become Fearless within 12''						

Fulgans

Sub-Faction

Sub-Faction Special Rule: **Good Zombies!** Madcap Zombies gain +1 to Melee value within 12'' of General and all other Fulgan units gain +2 to Move value within 12” of the General

Troops:

Fulgan Spearmen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	-/18	120
Special:	Phalanx, Supernatural, Fearless, Regeneration						

Iron-Chain Knights					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	5+	15	-/18	140
Special:	Supernatural, Regeneration, Fearless						

Mordants					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	3+	3+	5+	15	-/19	160
Special:	Elite, Undead, Regeneration, Black Magic: Resurrection (1), Rallying (1) for Madcap Zombies only						

By Jim Kew

Fulgan Cannoneers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	12	13/15	140
Special:	Handguns, Supernatural, Regeneration, Fearless						

Zombie Knights					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	9	4+	-	5+	12	-/15	160
Special:	Thunderous Charge (2), Supernatural, Regeneration, Fearless						

Madcap Zombies					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	7	4+	-	4+	15	-/18	130
Special:	Undead, Supernatural, Regeneration, gains +2 to Move value within 24'' of enemy Undead units and can reroll all to wound against enemy Undead units						

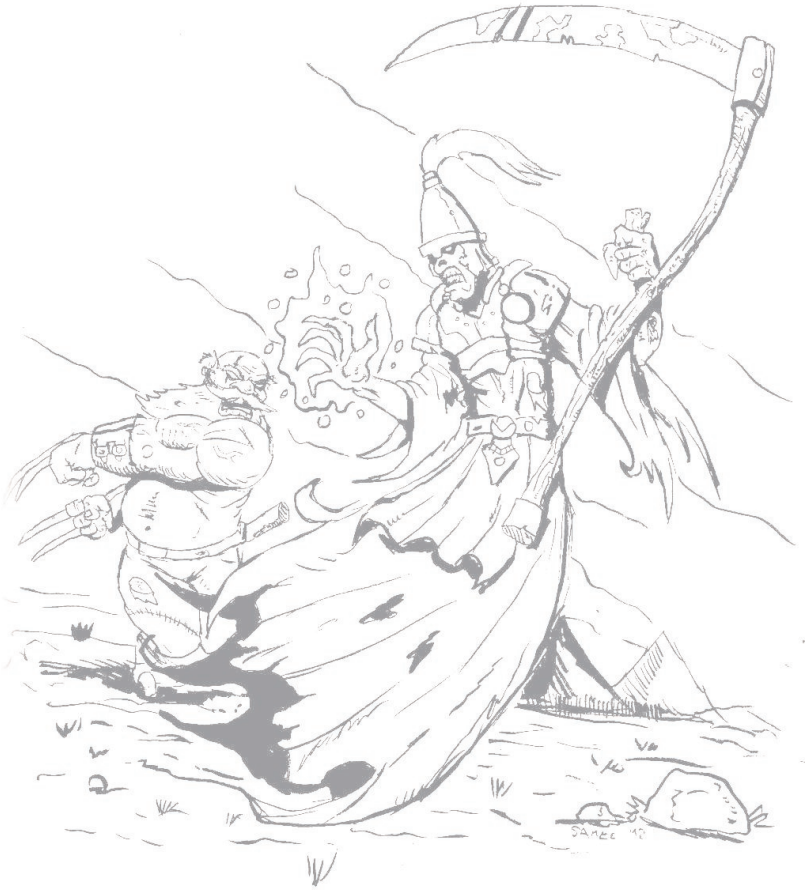
Hero Characters:

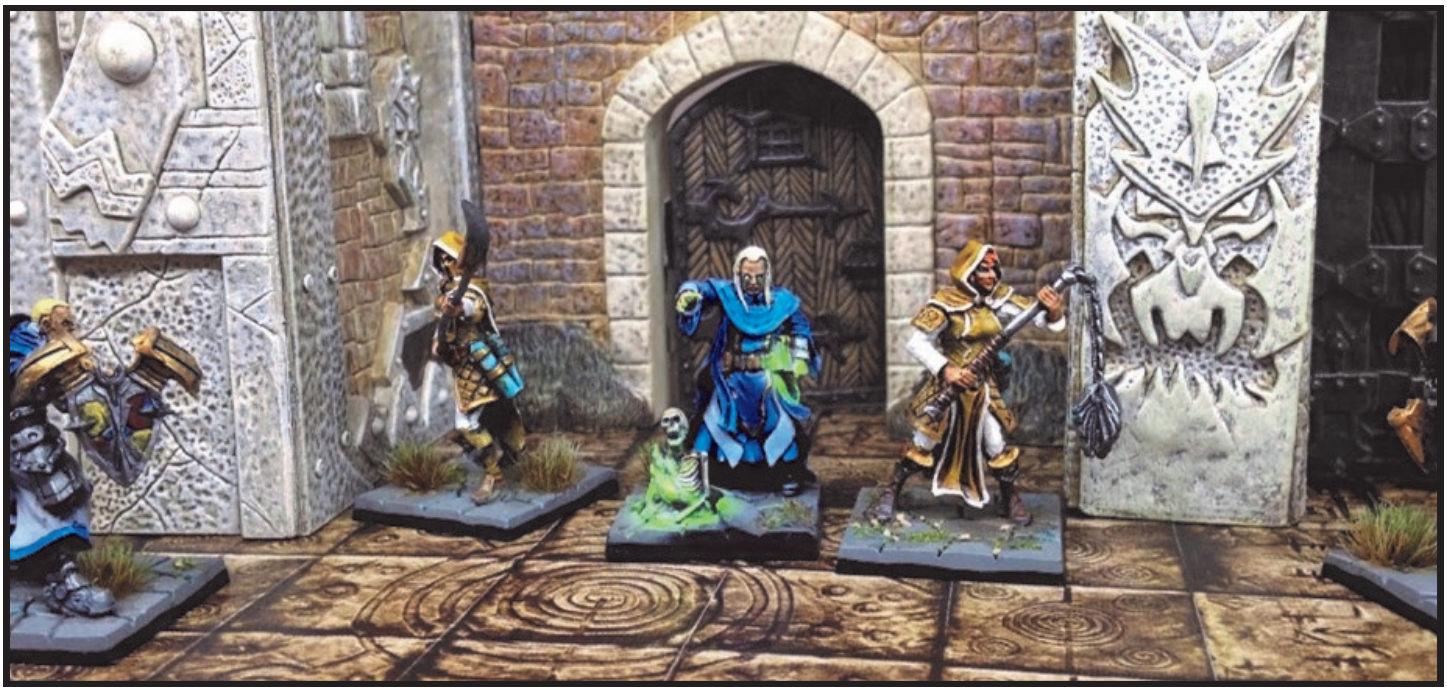
Zombie Paladin					Cavalry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	9	4+	-	4+	3	5w	60
Special:	Thunderous Charge (2), Supernatural, Fearless, Regeneration, Iron-chain Knights and Zombie Knights gain +1 Def within 12''						

Fulgan Witch					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Supernatural, Magic Shield, Blue Magic: Shielding (1), White Magic: Warding (1), Fearless, Regeneration						

General Characters:

Senator					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	8w	100
Special:	Supernatural, Fearless, Regeneration, all Fulgan units gain Magic Resistance within 12''						





By Cedric Boudoya

Necromancer's Guild

Faction

Faction Special Rule: **Terror**
Within 12'' of the General, all units Cause Fear , and any Undead units get +1 on their Fear tests

The Nethercropolitans

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Aquitanian	Fulganic
Species	**Primary Continent**
Human	Basilia

The Aquitanians

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Aquitanian	Fulganic
Species	**Primary Continent**
Human	Basilia

The Lynotarese

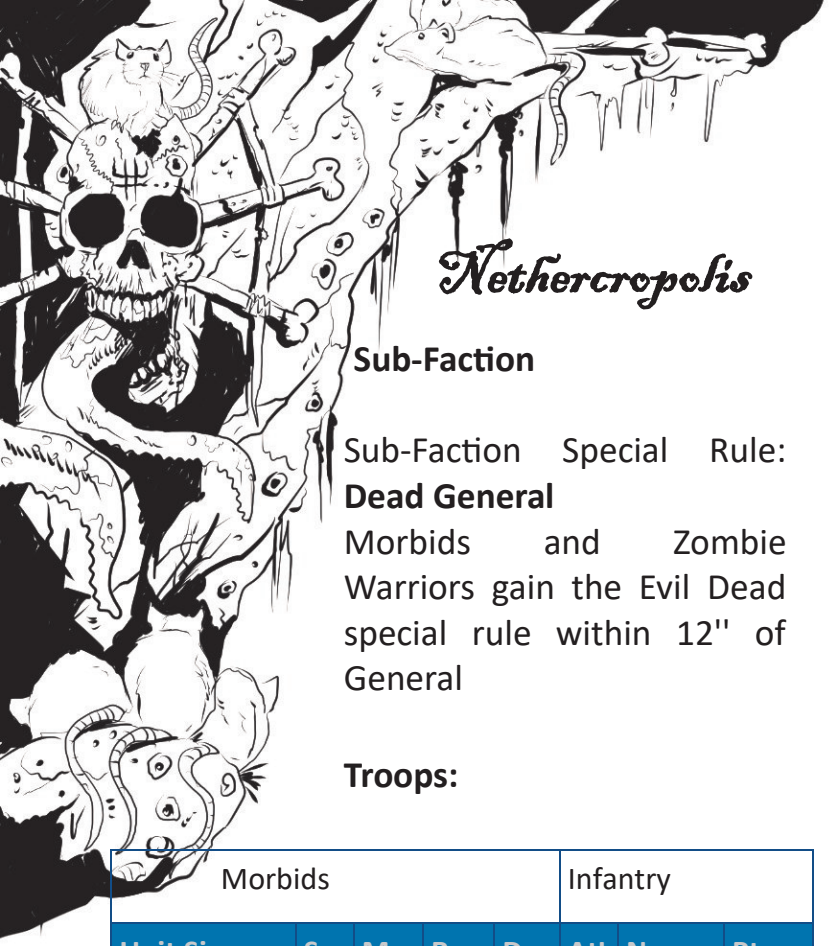
Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Euphrasian	Fulganic
Species	**Primary Continent**
Human	Lubiya

The Kobolds

Religion	Primary God
The Ancient Gods	Nabu
Other Major Gods	
The rest of the Ancient Gods	
Language	**Language Family**
Kobold	Tubalic-Suvalic
Species	**Primary Continent**
Kobold	Lubiya

The Numantians

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Tubalian	Tubalic-Suvalic
Species	**Primary Continent**
Human	Lubiya



Nethercropolis

Sub-Faction

Sub-Faction Special Rule: **Dead General**

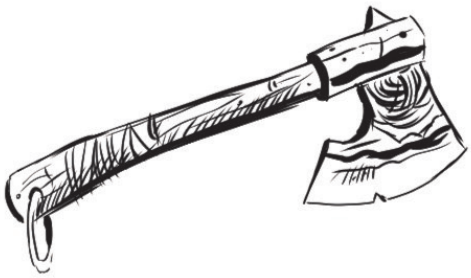
Morbids and Zombie Warriors gain the Evil Dead special rule within 12'' of General

Troops:

Morbids					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	4+	-	4+	15	-/17	120
Special:	Undead, Supernatural, +1 to hit						

Zombie Warriors					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	4+	15	-/16	150
Special:	Elite, Supernatural, Undead, +1 to hit against Humans						

Death Knights					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	5+	15	17/20	180
Special:	Elite, Undead, Supernatural, friendly Zombie troops gain Rallying (1) within 12''						



By "left64"

Death Knight Cavalry					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	3+	-	5+	12	13/15	160
Special:	Thunderous Charge (2), Elite, Supernatural, Undead, friendly Zombie troops gain Rallying (1) within 12''						

Nethercropolitan Apprentices					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	140
Special:	Black Magic: Resurrection (1)						

Hero Characters:

Death Knight Captain					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	5w	60
Special:	Inspiring (Nethercropolis), Supernatural, Undead						

Nethercropolitan Necromancer					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Black Magic: Resurrection (2)						

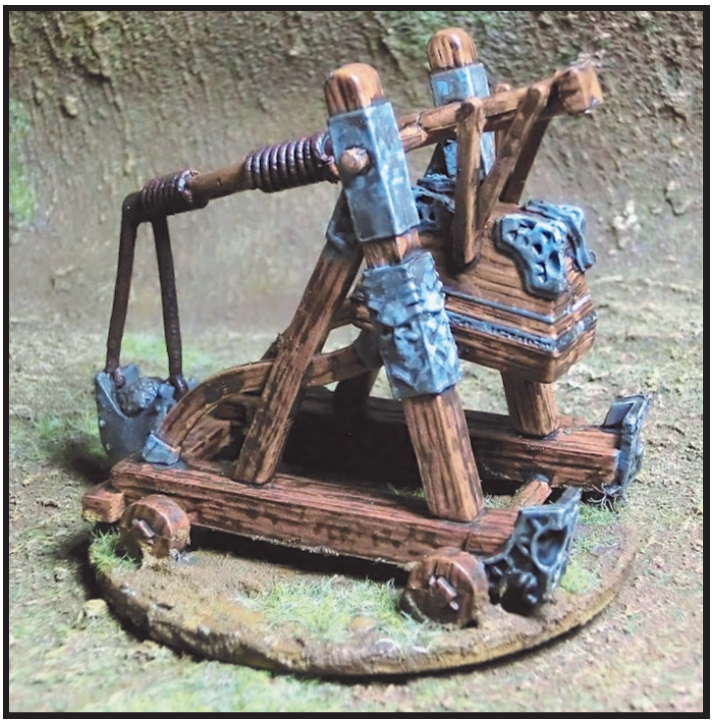
General Characters:

Ermaki Defiler					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	100
Special:	Very Inspiring (Undead), Supernatural, Green Magic: Defiling (3) and Black Magic: Resurrection (3)						

Free Aquitane

Sub-Faction

Sub-Faction Special Rule: **Haughty**
All units gain +1/+1 Nerve within 12'' of the General



By Andre Kritzinger

Troops:

Aquitanian Spearmen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	110
Special:	Phalanx, Headstrong within 6" of an						

Aquitanian Bowmen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	4+	15	13/15	110
Special:	Bows, Headstrong within 6" of an						

Aquitanian Heavy Cavalry					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	4+	12	13/15	130
Special:	Thunderous Charge (2)						

Knights of Aquitaine					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	150
Special:	Thunderous Charge (2), Crushing						

Aquitanian Apprentices					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	140
Special:	Black Magic: Darkness (2)						

Aquitanian Catapult Battery					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	4+	4+	4+	9	13/15	140
Special:	Mobile Artillery, Elite within 6'' of sub-faction characters, Catapult, Fearless within 6'' of Aquitanian characters						

Hero Characters:

Aquitanian Captain					Cavalry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	5w	60
Special:	Inspiring, Thunderous Charge (2)						

Aquitanian Necromancer					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Black Magic: Darkness (2)						

General Characters:

Aquitanian Marshal					Cavalry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	8w	100
Special:	Very Inspiring, Thunderous Charge (2), Cavalry gain 2'' to movement when charging						

Lynotar

Sub-Faction

Sub-Faction Special Rule: **Strong Bones**
Skeleton units gain Crushing Strength (1) within 12'' of the General

Troops:

Skeleton Drudges					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	3+	15	-/15	110
Special:	Undead, Supernatural, Cause Fear						

Lynotarese Pikemen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	120
Special:	Phalanx, Ensnare, Fearless within 6''						

Skeleton Guards					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	5+	15	-/17	130
Special:	Undead, Supernatural, Cause Fear						

Skeleton Archers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	120
Special:	Bows, Supernatural, Undead, Cause						

Lynotarese Apprentices					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	140
Special:	Black Magic: Ancient Dead (1)						

By "imm0rtal reaper"

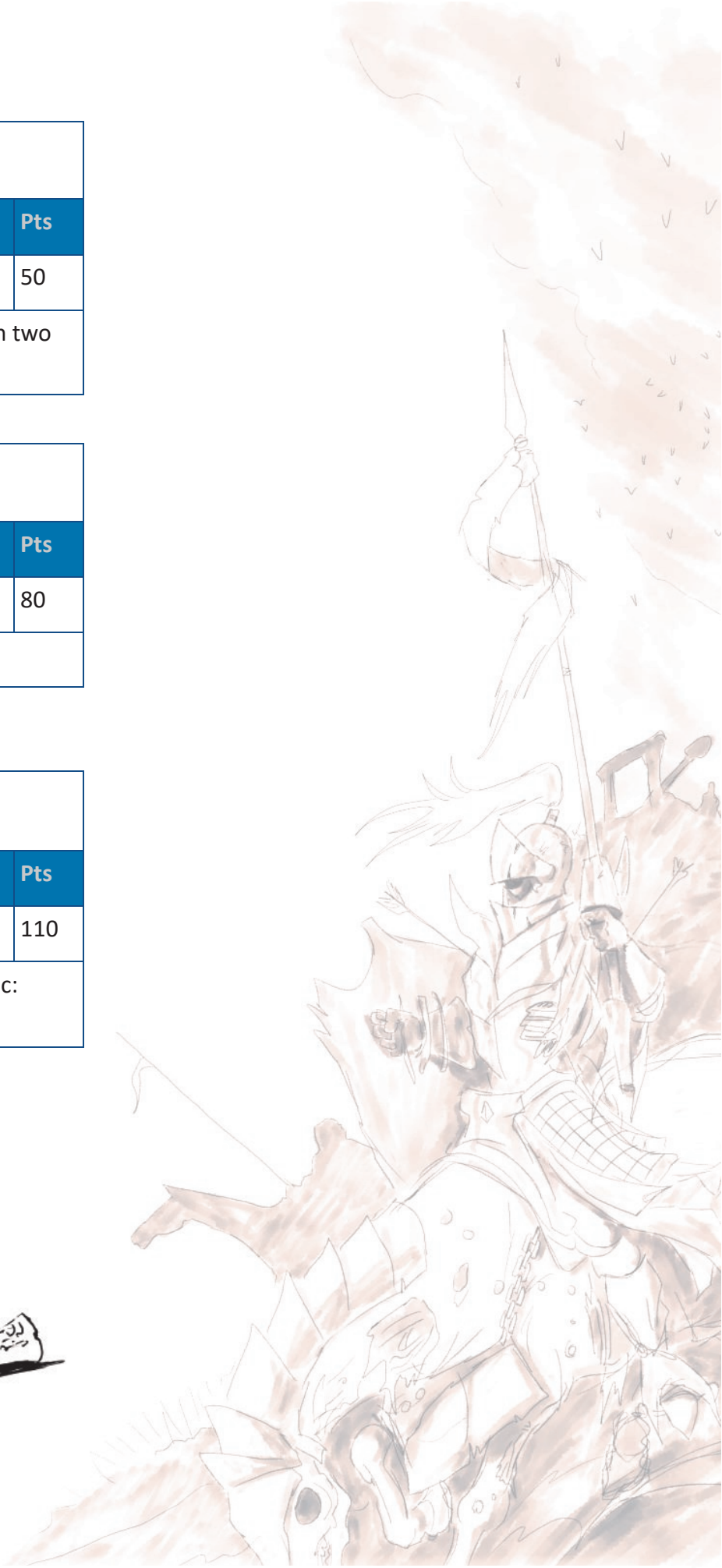
Hero Characters:

Lynotarese Guard Captain					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	50
Special:	Phalanx, Ensnare, Pikemen gain two attacks						

Lynotarese Necromancer					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Black Magic: Ancient Dead (2)						

General Characters:

Lynotarese Master Necromancer					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	110
Special:	Inspiring (Undead), Black Magic: Ancient Dead (3)						



By Geoff Burbidge

Kobolds

Sub-Faction

Sub-Faction Special Rule: **Killer Shrews**
Units and characters gain Elite within 12'' of General

Troops:

Kobold Warriors					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	4+	-	3+	15	14/16	120
Special:	Phalanx, Supernatural, Vicious,						

Kobold Slingers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	3+	15	13/15	110
Special:	Slings, Supernatural, Nimble						

Kobold Warlock Apprentices					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	3+	3+	3+	15	14/16	140
Special:	Elite, Supernatural, Vicious, Red Magic: Rage (1)						

Desman Knights					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	9	4+	4+	4+	12	13/15	140
Special:	Thunderous Charge (1), Supernatural, Nimble,, Vicious, Pathfinder, Causes Fear in Cavalry, Amphibious						

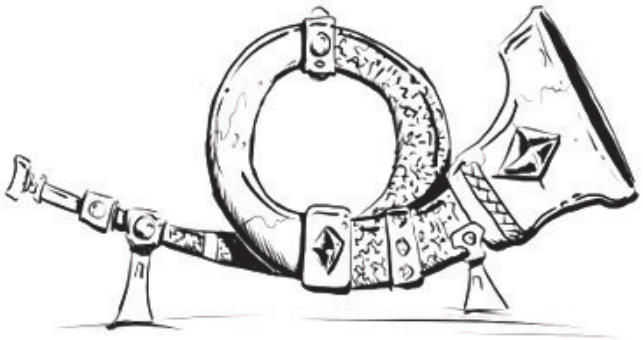
Hero Characters:

Kobold Bladesinger					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	-	4+	3	5w	60
Special:	Very Inspiring, Supernatural, Crushing Strength (2)						

Kobold Warlock					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Crushing Strength (2), Supernatural, Red Magic: Rage (2)						

General Characters:

Kobold Master Warlock					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	100
Special:	Thunderous Charge (1), Crushing Strength (2), Supernatural, Red Magic: Rage (3)						



By Dave Johns

Numantia

Sub-Faction

Sub-Faction Special Rule: **Desert Fighters** Units gain +2'' to movement within 12'' of the General

Troops:

Desert Warriors							Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	13/15	100
Special:	Phalanx, Pathfinder						

Desert Archers							Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Bows, Pathfinder						

Numantian Skirmishers							Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	3+	15	13/15	110
Special:	Javelins, Pathfinder						

Circumvallatione							Cavalry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	10	4+	4+	4+	12	13/15	130
Special:	Thunderous Charge (1), Javelins,						

Numantian Warlock Apprentices							Infantry
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	12	13/15	140
Special:	Pathfinder, Javelins, Brown Magic: Growth (1)						

Hero Characters:

Desert Chieftain					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	40
Special:	Very Inspiring, Nimble, Pathfinder						

Numantian Warlock					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	70
Special:	Crushing Strength (2), Supernatural, Red Magic: Rage (2)						

General Characters:

Numantian Master Warlock					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	90
Special:	Nimble, Pathfinder, Brown Magic: Growth (2), Brown Magic: Earth (1)						

Tasarian Compact

Faction

Faction Special Rule: **Stronger Together**
Models (units of troops or characters) gain Headstrong when within 12'' of a model in the army from another sub-faction

The Tasarians

Religion	Primary God
The Ancient Gods	Mulcibero
Other Major Gods	
The rest of the Ancient Gods	
Language	**Language Family**
Tasarian	Tubalic-Suvalic
Species	**Primary Continent**
Tasarian	Tasaria

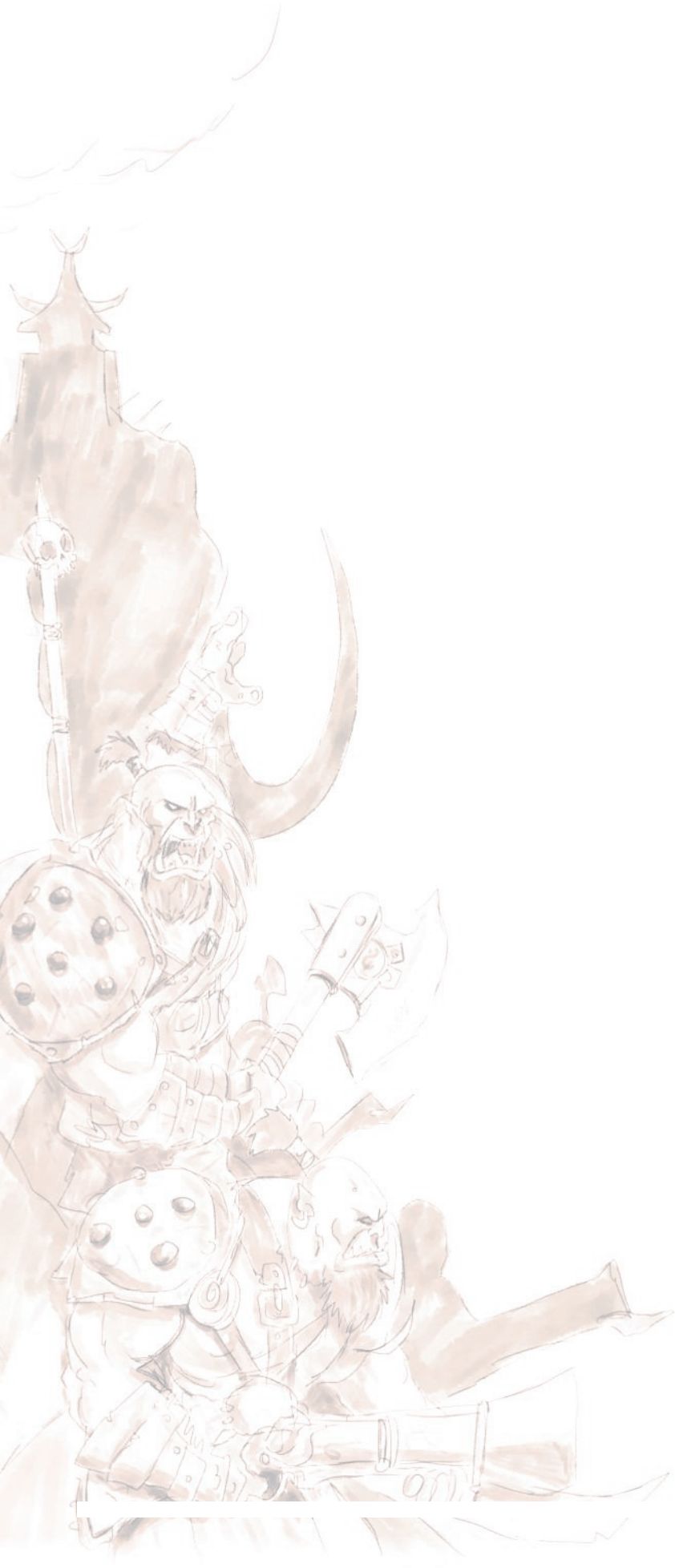
The Pyrians

Religion	Primary God
Desic	Mulcibero
Other Major Gods	
The rest of the Ancient Gods, Yahwis, Dioscurus	
Language	**Language Family**
Tasarian	Tubalic-Suvalic
Species	**Primary Continent**
Tasarian	Tasaria

The Laernots

Religion	Primary God
Semi-Dioscuran	Dioscurus
Other Major Gods	
Yahwis, The Ancient Gods	
Language	**Language Family**
Euphrasian	Fulganic
Species	**Primary Continent**
Human	Tasaria

By Darren Lysenko



The Slothics

Religion	Primary God
The Tribal Gods	Uni
Other Major Gods	
The rest of the Tribal Gods	
Language	**Language Family**
Slothic	Tubalic-Suvalic
Species	**Primary Continent**
Sloth	Tasaria

The Lemurians

Religion	Primary God
The Tribal Gods	Catha
Other Major Gods	
The rest of the Tribal Gods	
Language	**Language Family**
Lemurian	Tubalic-Suvalic
Species	**Primary Continent**
Lemurian	Tasaria

The Carthagans

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis, Hepat	
Language	**Language Family**
Saphoic	Fulganic
Species	**Primary Continent**
Human	Lubiya

By Boris Samec

Tasaria

Sub-Faction

Sub-Faction Special Rule: **Blood Frenzy**
All Tasarian units within 12'' of the general (including the General) double their attacks the first time they an enemy's front. This does not affect Counter-Charges.

Troops:

Tasarian Warriors of the Sword					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	-	5+	9	-/18	140
Special:	Monstrous, Supernatural, Fearless						

Tasarian Warriors of the Blood					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	-	5+	9	-/18	150
Special:	Monstrous, Supernatural, Fearless, Vicious						

Tasarian Warriors of the Flame					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	3+	5+	9	-/18	170
Special:	Monstrous, Supernatural, Crushing Strength (2), Firebolt						

Blood Riders							
					Large Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	3+	5+	9	14/16	160
Special:	Thunderous Charge (2), Monstrous, Supernatural, Regeneration within 6'' of Tasarian characters						

Blood Ogres							
					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	6	3+	3+	5+	9	16/18	180
Special:	Supernatural, Monstrous, Crushing Strength (2), Regeneration within 6'' of Tasarian characters						

Blood Chariots							
					Large Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	3+	5+	9	16/18	160
Special:	Bows, Thunderous Charge (2), Monstrous, Supernatural, Regeneration within 6'' of Tasarian characters						

Hero Characters:

Tasarian Champion							
					Large Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	60
Special:	Supernatural, Monstrous, Vicious, Inspiring (Tasarian)						

Tasarian Blood Mage							
					Large Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	10w	90
Special:	Supernatural, Monstrous, Red Magic: Rage (2)						

General Characters:

Tasarain Great Warrior							
					Large Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	16w	120
Special:	Supernatural, Monstrous, Vicious, Very Inspiring (Tasarian), Elite, all Tasarian models gain Elite within 12''						

Laernots

Sub-Faction

Sub-Faction Special Rule: **Traitors to Humanity**
Within 12'' of the General (including the General), all Laernotian units do double damage to units without Supernatural

By Alex Visentin

Troops:

Laernotian Warriors of the Flail					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	-	4+	15	14/16	120
Special:	Vicious						

Human Warriors of the Sword					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	100
Special:	N/A						

Laernotian Raiders					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	9	4+	-	4+	12	13/15	130
Special:	Thunderous Charge (1)						

Warriors of the Bow					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Bows, Fearless within 6'' of Tasarian or Laernotian characters						

Sword Chariots					Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	9	4+	4+	5+	12	14/16	140
Special:	Thunderous Charge (2), Bows, Fearless within 6'' of Tasarian or Laernotian characters						

Hero Characters:

Laernotian Champion					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	30
Special:	Inspiring (Laernotians)						

Laernotian Blood Mage					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	50
Special:	Red Magic: Sorcery (2)						

General Characters:

Laernotian Great Warrior					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	8w	80
Special:	Very Inspiring (Laernotian), Laernotian troops within 12'' gain +1 Defense						

Battle Sloths

Sub-Faction

Sub-Faction Special Rule: **Attack of the Killer Sloths**
All Battle Sloth units (including the General) gain +1 Crushing Strength against Infantry and Cavalry in any turn they charge

Troops:

Slothmen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	4+	15	15/17	120
Special:	Headstrong, Supernatural						

Flying Sloths					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	4+	15	13/15	120
Special:	Supernatural, Elite within 6'' of Battle Sloth characters, Flying						

Tree Sloths					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	4+	3+	15	13/15	120
Special:	Bows, Supernatural, Nimble, Pathfinder						

Armadillo Knights					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	110
Special:	Thunderous Charge (2), Supernatural, Causes Fear						

Aggressive Ground Sloths					Monstrous		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	-	5+	9	15/17	170
Special:	Supernatural, Monstrous, Vicious,						

Defensive Ground Sloths					Monstrous		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	4	3+	3+	5+	9	16/18	190
Special:	Supernatural, Monstrous, Magic Shield, can Counter-Charge any unit charging a Battle Sloth unit within 6''						

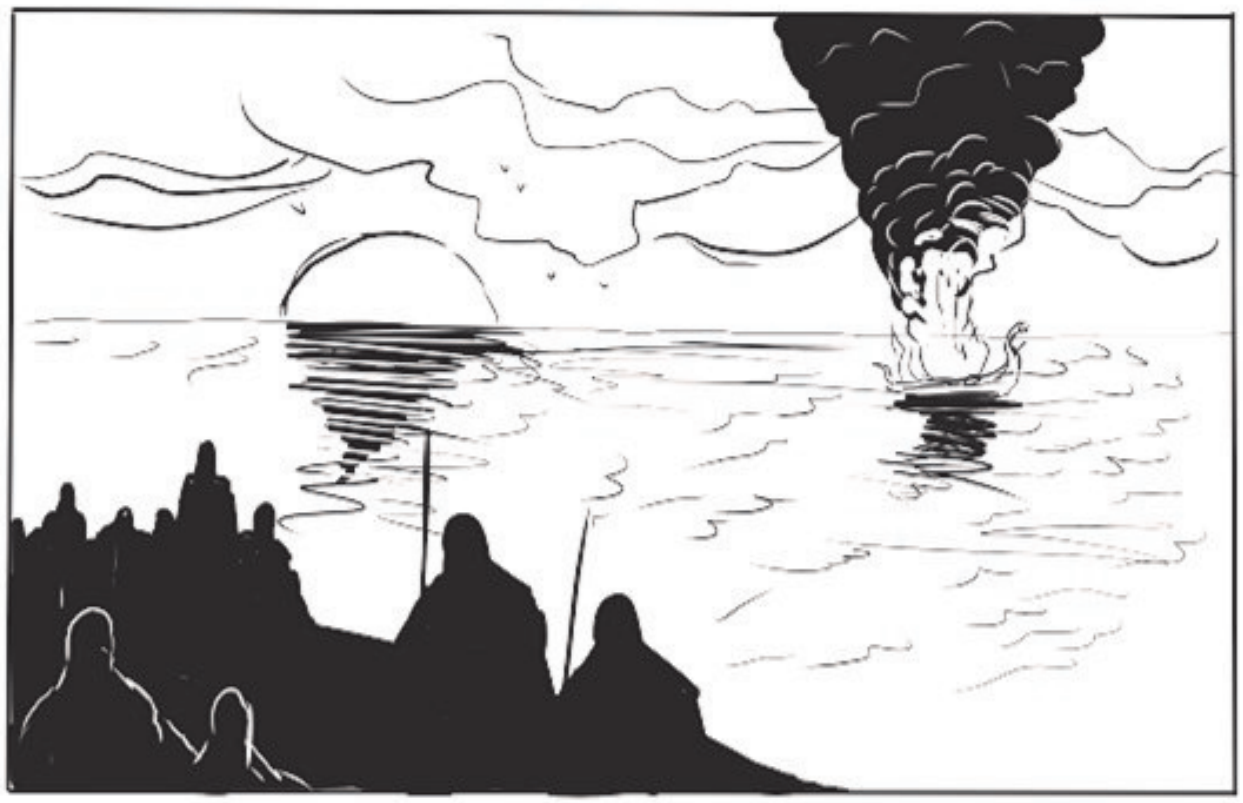
General Characters:

Commanding Ground Sloth					Monstrous Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	16w	160
Special:	Supernatural, Monstrous, Extremely Inspiring (Battle Sloths), Very Inspiring (Tasarian Compact), Allows all Faction troops to ignore active Fear effects within 12''						

Hero Characters:

Slothman Champion					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	-	4+	3	5w	50
Special:	Supernatural, makes all Battle Sloth troops within 6'' Headstrong						

Sloth Mage					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	5w	80
Special:	Supernatural, Blue Magic: Shielding (2), all enemy troops within 6'' lose 1 Sp						



Lemurians

Sub-Faction

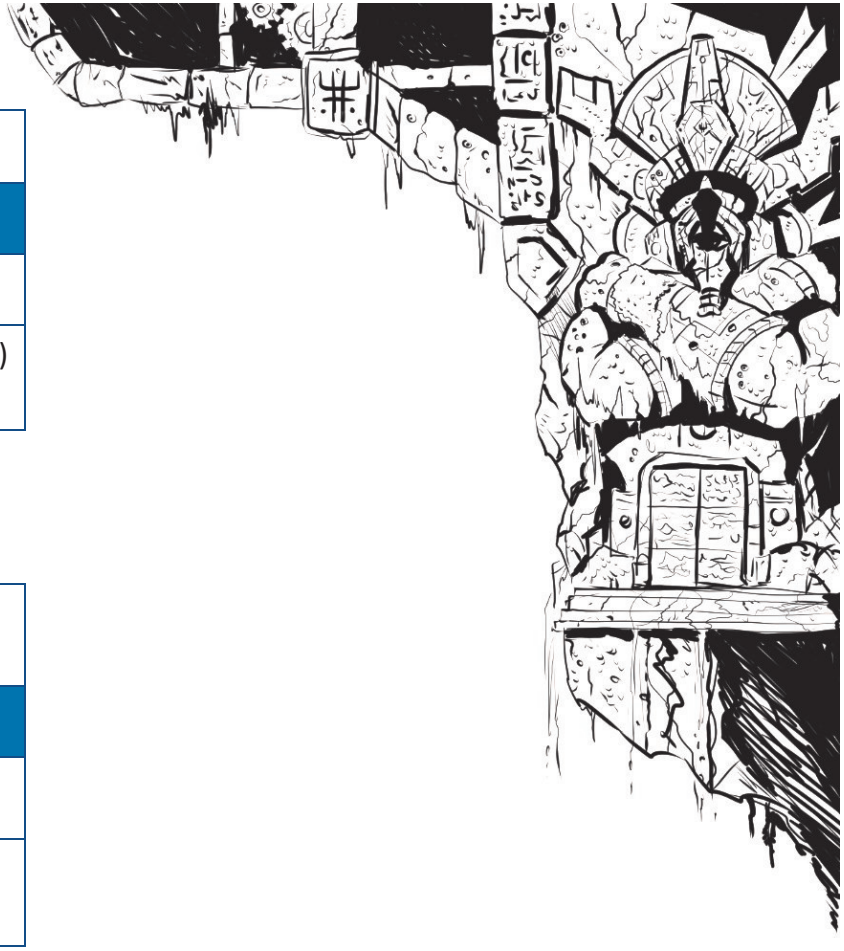
Sub-Faction Special Rule: **Fury of the Ancients**
All Lemurians units within 12'' of the General (including the General) reroll all failed rolls to wound against non-Supernatural models and Tasarians

Troops:

Aye-Aye Assasains					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	3+	-	3+	15	14/16	130
Special:	Supernatural, Elite, Vicious, Crushing Strength (2), Nimble, Pathfinder						

Lemurian Infantry					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	110
Special:	Supernatural, Nimble, Pathfinder						

Sifakas					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	3+	5+	9	-/18	160
Special:	Monstrous, Supernatural, Nimble, Pathfinder, Thunderous Charge (2), Fearless						



Lemurian Archers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	120
Special:	Nimble, Pathfinder, Bows, Piercing (1) within 6" of Lemurian characters						

Hero Characters:

Lemurian Champion					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	50
Special:	Supernatural, Nimble, Pathfinder, Bows, Inspiring (Lemurians)						

Loris Mage					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	5w	70
Special:	Supernatural, Blue Magic: Arcane (2)						

General Characters:

Indri Prince					Large Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	110
Special:	Monstrous, Supernatural, Nimble, Pathfinder, Thunderous Charge (2), Inspiring (Lemurians), Lemurian units other than this model gain +1 Move within 12'',						

Carthago

Sub-Faction

Sub-Faction Special Rule: **Mercenaries**
All units in this list gain the sub-faction special rule of the General's sub-faction. If led by a Carthagan general, they can choose any of this faction's sub-faction special rules, but only Carthagan units will be affected

Troops:

Carthagian Pikemen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	5+	15	15/17	120
Special:	Phalanx, Ensnare						

Carthagian Heavy Cavalry					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	150
Special:	Thunderous Charge (2)						

Carthagian Elephant Cavalry					Large Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	7	3+	-	5+	9	16/18	180
Special:	Thunderous Charge (2), Crushing Strength (2), Monstrous						

Carthagian Catapult Battery					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	4+	4+	4+	9	13/15	140
Special:	Mobile Artillery, Elite within 6'' of Carthagian characters, Catapult, +1 Piercing within Carthagan characters						

By Peter Grose

Carthagian Slingers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Slings, Pathfinder						

Hero Characters:

Carthagian Merchant Captain					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	5w	50
Special:	Inspiring (Carthagians), Thunderous Charge (2)						

Carthagian Witch					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Supernatural, Magic Shield, Blue Magic: Shielding (2)						

General Characters:

Carthagian General					Large Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	8w	120
Special:	Very Inspiring (sub-faction), Thunderous Charge (2), Crushing Strength (2), Monstrous, Tasarain Compact models with Monstrous gain +1 to Thunderous Charge within 12'' on their first charge, including this model						

Oikoumenos

Faction

Faction Special Rule: **War Pigs, Oik, Oik**
Multiples of the same unit cost 5 percent less (rounding up to the nearest 5 points) than base cost. This bonus is cumulative up to 15 percent off the base cost.

The Euphoikoumenes

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis, Hepat	
Language	**Language Family**
Euphrasian	Fulganic
Species	**Primary Continent**
Human	Euphrasia

The Saphoikoumenes

Religion	Primary God
Semi-Dioscuran	Dioscurus
Other Major Gods	
Tyrus, Yahwis, the Ancient Gods	
Language	**Language Family**
Saphoic	Fulganic
Species	**Primary Continent**
Human	Euphrasia

By Paul Mullis

The Assyroikoumenes

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis, Hepat	
Language	**Language Family**
Assyro-Chaldean	Fulganic
Species	**Primary Continent**
Human	Euphrasia

The Golemics

Religion	Primary God
The Primordial Gods	Kumarbi
Other Major Gods	
The rest of the Primordial Gods	
Language	**Language Family**
Urartian	Tubalic-Suvalic
Species	**Primary Continent**
Several Golemic species	Euphrasia

The Chaldoikoumenes

Religion	Primary God
Semi-Desic	Yahwis
Other Major Gods	
The Ancient Gods	
Language	**Language Family**
Assyro-Chaldean	Fulganic
Species	**Primary Continent**
Demon	Euphrasia

The Dragons of Iluyankas

Religion	Primary God
The Primordial Gods	Iluyankas
Other Major Gods	
The rest of the Primordial Gods	
Language	**Language Family**
Urartian	Tubalic-Suvalic
Species	**Primary Continent**
Stone Dragon	Euphrasia

The Ugallus

Religion	Primary God
Full Yahwist	Yahwis
Other Major Gods	
None	
Language	**Language Family**
Assyro-Chaldean	Fulganic
Species	**Primary Continent**
Demon	Euphrasia

The Tiamatis

Religion	Primary God
The Primordial Gods	Tiamat
Other Major Gods	
The rest of the Primordial Gods	
Language	**Language Family**
Assyro-Chaldean	Fulganic
Species	**Primary Continent**
Tiamati	Euphrasia

By Matt Gilbert

Euphoikoumene

Sub-Faction

Sub-Faction Special Rule: **Guardians of the Republic**
Sub-faction Troops gain Fearless within 12'' of the General

Troops:

Republican Pikemen					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	15/17	110
Special:	Phalanx, Ensnare						

Republican Guards					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	5+	15	15/17	110
Special:	Headstrong within 6'' of a Euphoikoumene character						

Euphoikoumene Handgunners					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Handguns						

Euphoikoumene Cataphracts					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	150
Special:	Thunderous Charge (2), Crushing						

Euphoikoumene Camelry					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	5+	12	13/15	160
Special:	Thunderous Charge (1), Pathfinder, Causes Fear in Cavalry, Crushing Strength (1)						

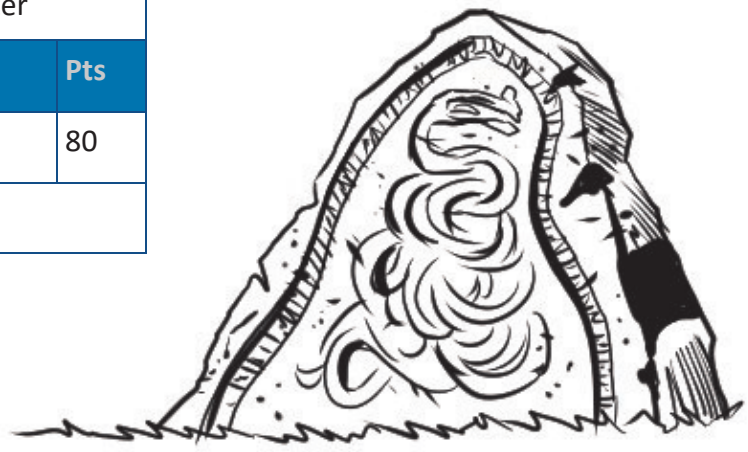
Hero Characters:

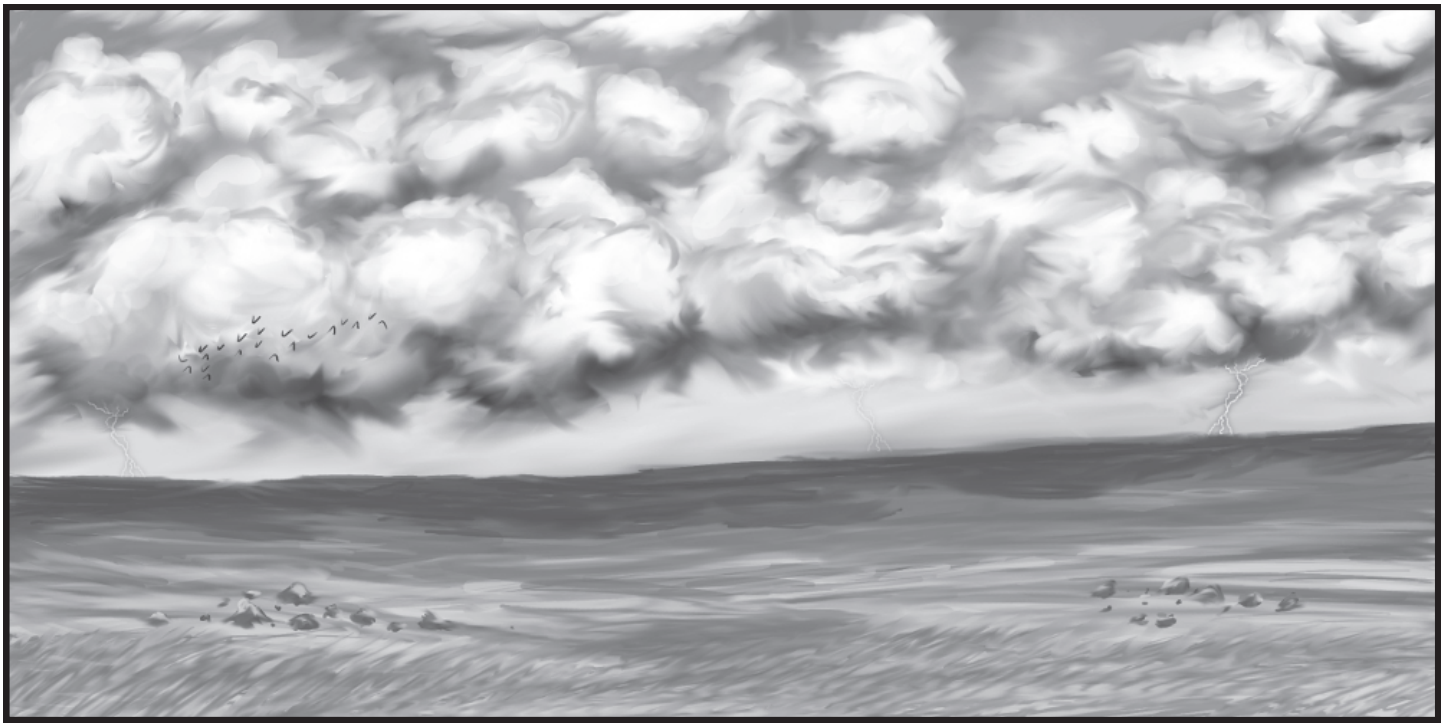
Euphoikoumene Captain					Cavalry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	5w	60
Special:	Inspiring (Euphoikoumene), Thunderous Charge (2), Crushing Strength (1)						

Euphoikoumene Priest of Dioscurus					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	White Magic: Blessing (2)						

General Characters:

Euphoikoumene Satrap					Cavalry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	-	4+	3	8w	120
Special:	Very Inspiring (Euphoikoumene), Euphoikoumene faction troops within 12'' gain +2 attacks, Thunderous Charge (2), Crushing Strength (1)						





Saphoikoumene

Sub-Faction

Sub-Faction Special Rule: **Sharpshooters of the Sea**
Saphoikoumene units, including the General, gain +1 Ra within 12'' of the General

Troops:

Saphoikoumene Marines					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	4+	4+	15	14/16	110
Special:	Bows						

Disciples of Tyrus					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	3+	4+	15	15/17	180
Special:	Elite, White Magic, Headstrong within 6'' of Saphoikoumene Characters						

Saphoikoumene Archers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	130
Special:	Bows, Immune to Vicious within 6'' of Saphoikoumene characters						

By Florian Manthey

Sea Chariots					Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	9	4+	4+	5+	12	14/16	150
Special:	Bows, Amphibious, Headstrong and Immune to Vicious within 6'' of Saphoikoumene characters						

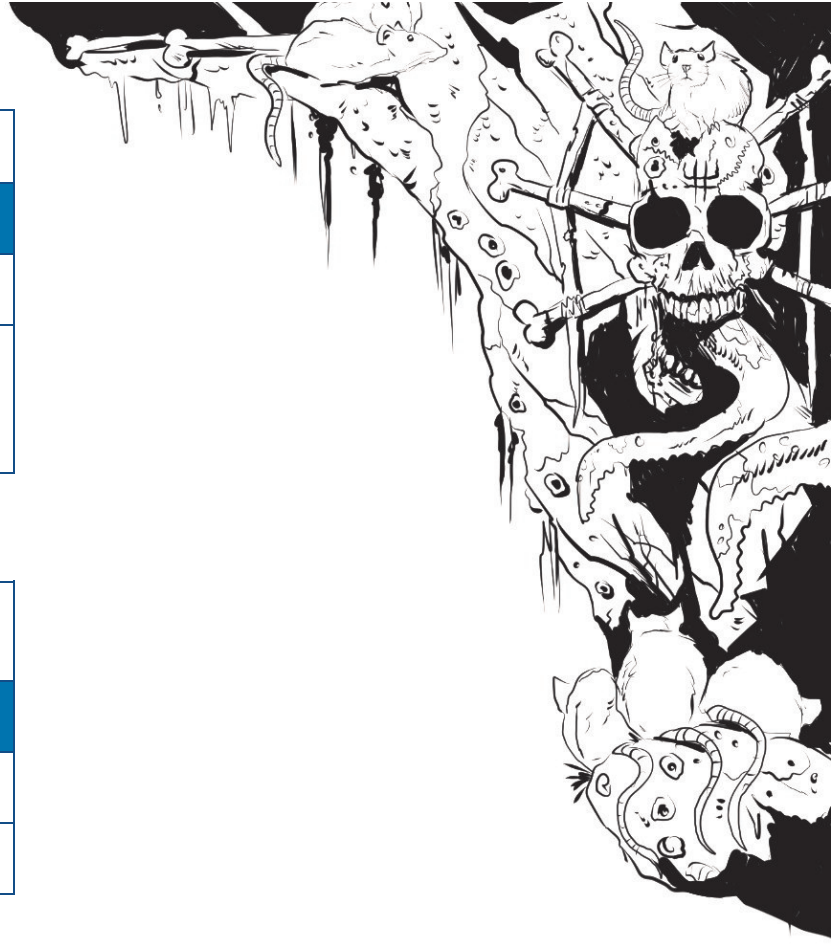
Hero Characters:

Saphoikoumene Captain					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	55
Special:	Bows, Inspiring (Saphoikoumene)						

Saphoikoumene Priest of the Ancient Gods					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	85
Special:	White Magic: Healing (1); Blue Magic: Arcane (1)						

General Characters:

Saphoikoumene Champion of Tyrus					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	8w	115
Special:	Silvered Weapons, Grants Silvered Weapons to Sub-Faction models within 6''. White Magic: Blessing (3)						



Assyroikoumene

Sub-Faction

Sub-Faction Special Rule: **Fear Not the Demon**

Assyroikoumene units do not Fear Demons and double attacks against Demons (including General) within 12'' of General

Troops:

Assyroi Militia					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	110
Special:	Vicious within 6'' of an Assyroikoumene character						

Demon Hunters					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	3+	-	3+	15	14/16	130
Special:	Elite, Silvered Weapons						

Assyroikoumene Priests of Dioscurus					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	140
Special:	White Magic: Healing (1)						

By "Daedle"

Mountain Chariots					Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	4+	4+	6+	12	15/17	150
Special:	Bows, Headstrong, Fearless within 6'' of Assyroikoumene characters						

Assyroikoumene Archers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Bows, Fearless within 6'' of Assyroikoumene characters						

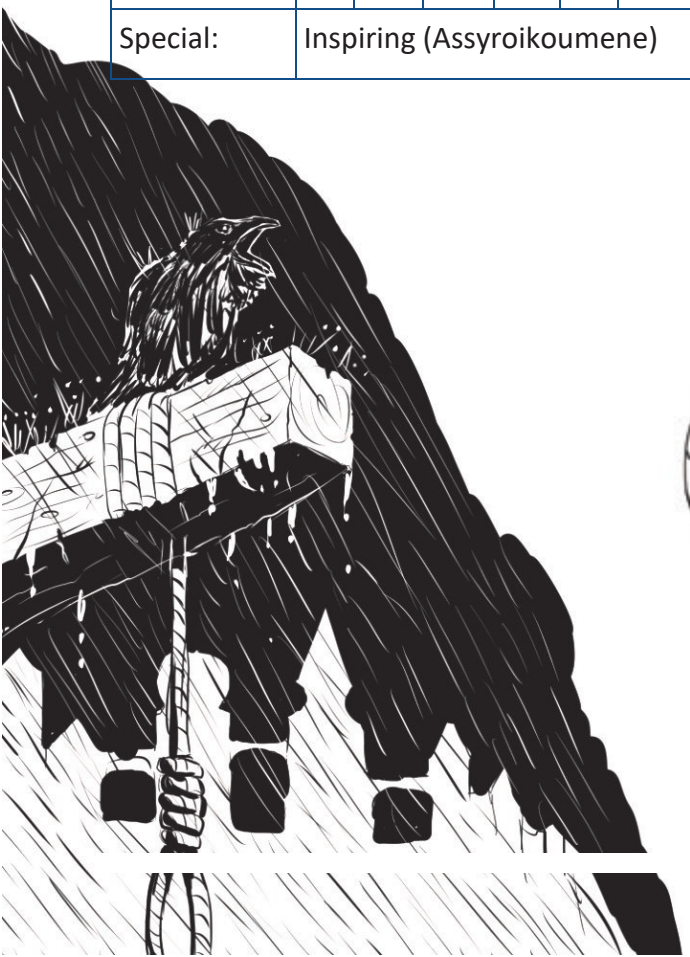
Hero Characters:

Assyroikoumene Militia Captain					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	-	4+	3	5w	40
Special:	Inspiring (Assyroikoumene)						

Assyroikoumene High Priest of Dioscurus					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Inspiring (Assyroikoumene), White Magic: Healing (2)						

General Characters:

Assyroikoumene Turtanu					Chariot,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	8w	110
Special:	Very Inspiring (Oikoumenos), chariots and large chariots in the army get +1 Thunderous Charge within 12''						



Chaldoikoumene

Sub-Faction

Sub-Faction Special Rule: **Fear the Demon**
Chaldoikoumene units (including the general) cause Fear within 12'' of the General

By "C.M. Minis"

Troops:

Chaldean Demon Militia					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	120
Special:	Phalanx, Supernatural, Demon						

Ugallu					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	3+	3+	-	3+	9	-/18	150
Special:	Monstrous, Supernatural, Demon, Regeneration						

Mushezib Cavalry					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	-	4+	12	13/15	140
Special:	Thunderous Charge (1), Supernatural						

Chaldean Apprentices of Earth					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	140
Special:	Supernatural, Brown Magic: Earth (1)						

Chaldean Slingers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Slings, Supernatural, Demon						

Hero Characters:

Ugallu Champion					Large Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	4+	4+	6	10w	75
Special:	Inspiring (Sub-Faction), Supernatural, Demon, Regeneration, Ugallu gain twice the normal number of attacks as long as he is alive						

Chaldean Priest of the Ancient Gods					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	80
Special:	Supernatural, Demon, White Magic: Healing (1), Blue Magic: Arcane (1)						

General Characters:

Chaldean Demon General					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	8w	120
Special:	Very Inspiring (Oikoumenos), Thunderous Charge (2), Supernatural, Mushezib Cavalry in the army gain +1 Thunderous Charge while the general in alive						

Hayanatoikoumenes

Sub-Faction

Sub-Faction Special Rule: **Foe of the Foe-man**
All sub-faction units (including the General) double their attacks against non-Supernatural units and Witches

Troops:

Sons of Ullikummi					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	4	3+	-	6+	9	16/18	160
Special:	Monstrous, Supernatural, Regeneration, Crushing Strength (2)						

By "Azazel"

Dragons of Iluyankas					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	3+	5+	9	16/18	150
Special:	Monstrous, Supernatural, Firebolt						

Beasts of Tiamat					Monstrous Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	7	3+	3+	5+	9	16/18	180
Special:	Supernatural, Monstrous, Green Magic, Firebolt						

Cavalry of Kumarbi					Large Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	-	5+	9	15/17	170
Special:	Thunderous Charge (2), Monstrous, Supernatural, Magic Shield, Fearless within 6'' of Hayanoikoumene characters						

Chariots of Upelluri					Large Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	3+	6+	9	15/17	180
Special:	Bows, Thunderous Charge (2), Monstrous, Headstrong, Supernatural, Oikoumenos troops within 6'' gain Magic Shield, Fearless within 6'' of Hayanoikoumene characters						

Guardians of Ishara					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	4+	4+	5+	9	-/18	180
Special:	Monstrous, Supernatural, Regeneration, White Magic: Healing (1), Grants Regeneration to Hayanatoikoumenes Troops within 12'', Magic Shield						

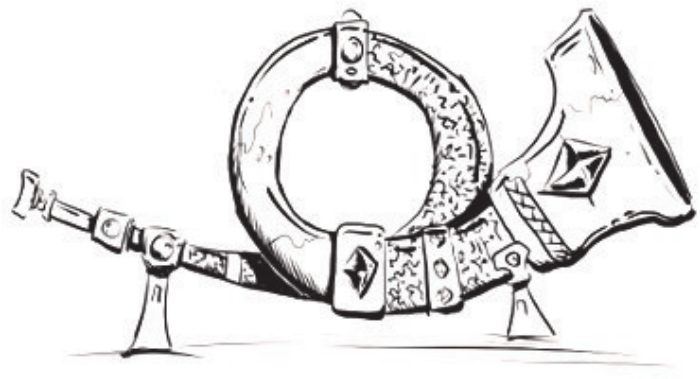
General Characters:

Dragon of Tiamat					Monstrous Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	10	3+	3+	6+	6	8w	140
Special:	Supernatural, Monstrous, Flying, Green Magic: Guardian (3), Grants +1 Move to all Hayanatoikoumenes models within 24''						

Hero Characters:

Sons of Ullikummi Champion					Large Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	10w	80
Special:	Supernatural, Monstrous, Regeneration, Crushing Strength (2), grants +1 Attacks to Sons of Ullikummi troops within 12''						

Sorceror of Kumarbi					Large Chariot, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	5+	3	10w	90
Special:	Monstrous, Magic Shield, Supernatural, Brown Magic: Earth (2)						



By Jonathan Faulkes

Parthopotamia

Faction

Faction Special Rule: **The Rock of Glory**

No Troops can be charged within 12'' of the General. Dwarf Troops cannot be charged within 18'' of the General

The Gnolls

Religion	Primary God
Desic	Murzukh
Other Major Gods	
Dioscurus, Yahwis, The Ancient Gods	
Language	**Language Family**
Buriashan	Tubalic-Suvalic
Species	**Primary Continent**
Gnoll	Euphrasia

By Christian Schlumpberger

The Marrukhani

Religion	Primary God
Desic	Yahwis
Other Major Gods	
Dioscurus, The Ancient Gods, Murzukh	
Language	**Language Family**
Buriashan	Tubalic-Suvalic
Species	**Primary Continent**
Dwarf	Euphrasia

The Anshanites

Religion	Primary God
Desic	Yahwis
Other Major Gods	
Dioscurus, The Ancient Gods, Sahune	
Language	**Language Family**
Anshanite	Tubalic-Suvalic
Species	**Primary Continent**
Dwarf	Euphrasia

The Parthomedian

Religion	Primary God
Semi-Dioscuran	Dioscurus
Other Major Gods	
Yahwis, The Ancient Gods	
Language	**Language Family**
Parthopatenic	Fulganic
Species	**Primary Continent**
Human	Euphrasia

The Sumerics

Religion	Primary God
Semi-Desic	Yahwis
Other Major Gods	
The Ancient Gods	
Language	**Language Family**
Assyro-Chaldean	Fulganic
Species	**Primary Continent**
Dwarf	Euphrasia

The Persopatene

Religion	Primary God
Full Dioscuran	Dioscurus
Other Major Gods	
Yahwis	
Language	**Language Family**
Parthopatenic	Fulganic
Species	**Primary Continent**
Human	Euphrasia

The Gilgameshis

Religion	Primary God
Semi-Desic	Yahwis
Other Major Gods	
The Ancient Gods, Gilgamesh	
Language	**Language Family**
Assyro-Chaldean	Fulganic
Species	**Primary Continent**
Dwarf	Euphrasia

The Barmus

Religion	Primary God
Desic	Yahwis
Other Major Gods	
Dioscurus, The Ancient Gods, Murzukh	
Language	**Language Family**
Buriashan	Tubalic-Suvalic
Species	**Primary Continent**
Dwarf	Euphrasia

The Urartians

Religion	Primary God
Desic	Teshub
Other Major Gods	
Dioscurus, Yahwis, The rest of the Ancient Gods	
Language	**Language Family**
Urartian	Tubalic-Suvalic
Species	**Primary Continent**
Dwarf	Euphrasia

Buriash

Sub-Faction

Sub-Faction Special Rule: **Stone Serpents**

All Burashian units gain Stone Armor if led by a Sacred Guard Captain. This bonus is not lost if General is killed.

Troops:

Stoneshields					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	6+	15	16/18	160
Special:	Magic Resistance, Headstrong, Stone						

Stoneguard					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	3+	3+	5+	15	16/18	140
Special:	Headstrong, Magic Resistance, Stone Armor, Phalanx, Ensnare, Handgun, Fearless within 6'' of a Buriashan character						

Sacred Guard					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	3+	-	5+	15	17/19	180
Special:	Headstrong, Stone Armor, Magic Resistance, Elite, Fearless within 6'' of a Buriashan character, Hammer of Samas						

By Jonathan Faulkes

Gnoll Rangers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	4+	15	14/16	110
Special:	Bows, Supernatural, Nimble,						

Mongoose Knights					Large Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	3+	5+	9	15/17	180
Special:	Thunderous Charge (2), Headstrong, Magic Resistance, Nimble, Pathfinder, Amphibious, Monstrous, Supernatural, Crushing Strength (1), Silvered Weapons, Hammer of Samas, Fearless within 6'' of Buriashan characters						

Gnoll Priests of Murzukh					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	6	5+	5+	3+	15	13/15	140
Special:	Nimble, Pathfinder, Supernatural, Brown Magic: Beast (1)						

Mongoose Archers					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	9	3+	3+	4+	12	13/15	150
Special:	Thunderous Charge (1), Nimble, Pathfinder, Amphibious, Supernatural, Silvered Weapons, Bows, Fearless within 6'' of Buriashan characters						

Hero Characters:

Runemaster					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	5w	70
Special:	Inspiring (Buriash), Stone Armor, Magic Resistance, Blue Magic,: Shielding (1), Gold Magic: Honor (1)						

Gnoll High Priest of Murzukh					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	4+	4+	3	5w	80
Special:	Nimble, Pathfinder, Supernatural, Brown Magic: Arcane (2)						

General Characters:

Sacred Guard Captain					Large Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	16w	130
Special:	Very Inspiring (Parthopotamia), Stone Armor, Magic Resistance, Gold Magic: Divinity (2), White Magic: Healing (1), Hammer of Samas, doubles their Attacks against Supernatural units						

Anshan

Sub-Faction

Sub-Faction Special Rule: **Survivors and Perpetrators**

The first time a unit is destroyed or wavered within 12'' of the General each turn, pick one unit to become Fearless for rest of battle; it can be the unit wavered.

Troops:

Sons of Humban					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	5+	15	16/18	140
Special:	Magic Resistance, Headstrong, 6'' Vicious within Anshanite characters						

Daughters of Sahune					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	3+	3+	15	15/17	150
Special:	Supernatural, Magic Resistance, Headstrong, Red Magic: Vampirism (1), Magic Shield, Vicious, Elite within 6'' of Sister of Sahune						

Cannibal Warriors					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	3+	-	5+	15	17/19	160
Special:	Elite, Vicious, Headstrong, Magic Resistance, Regeneration within 6'' of Anshanite characters						

By "puggimer"

Dunereaper Gun Battery					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	4	4+	4+	4+	9	13/15	160
Special:	Mobile Artillery, Headstrong, Magic Resistance, Elite within 6'' of sub-faction characters, Cannon, Double the attacks within 6'' of Anshanite characters						

Hero Characters:

Cannibal Warrior Captain					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	-	4+	3	5w	60
Special:	Inspiring (Anshan), Elite, Vicious Headstrong, Magic Resistance, Regeneration						

Sister of Sahune					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	90
Special:	Magic Resistance, Vicious, Magical Shield, Elite, Supernatural, Red Magic: Vampirism (2)						

General Characters:

Cannibal Warrior Prefect					Infantry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	8w	130
Special:	Very Inspiring (Ashan), all Anshanite attacks get +2 attacks against non-Dwarf models on the charge, Elite, Vicious Headstrong, Magic Resistance,						

Parthopatene

Sub-Faction

Sub-Faction Special Rule: **Guards of the Emperor**

The General cannot be attacked if within 12'' of any sub-faction Troops

By Jonathan Faulkes

Troops:

Persopatene Sparabaras					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	4+	-	4+	15	14/16	120
Special:	Phalanx, Fearless within 6'' of Parthopatene characters						

Immortals					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	3+	3+	5+	15	17/19	170
Special:	Elite, Vicious within 6'' of Parthopatene characters, Parthopatene troops units have Rally (1) within 12'' of Immortals						

Persopatenic Archers					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	5	5+	5+	3+	15	13/15	110
Special:	Bows, Elite within 6'' of Parthopatene characters						

Parthomedian Feudal Cataphracts					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	4+	4+	5+	12	13/15	150
Special:	Thunderous Charge (2)						

Parthomedian Royal Cataphracts					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	8	3+	3+	5+	12	13/15	170
Special:	Mobile Artillery, Headstrong, Magic Resistance, Elite within 6'' of sub-faction characters, Cannon, Double the attacks within 6'' of Anshanite characters, Thunderous Charge (2), Crushing Strength (1)						

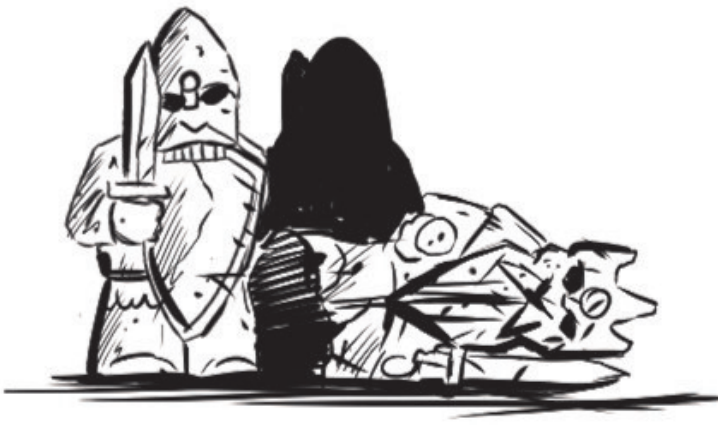
Hero Characters:

Immortal Captain					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	5	4+	4+	4+	3	5w	60
Special:	Elite, Vicious, Parthopatene troops units have Rally (2) within 12'' of Immortal Captain						

Parthomedian Sorceror					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	4+	3	5w	80
Special:	Brown Magic: Beasts (1), Brown Magic: Earth (1)						

General Characters:

Persopatene Satrap					Large Cavalry,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	9	4+	4+	5+	3	8w	110
Special:	Very Inspiring (Faction), Troops are Fearless within 12'',Thunderous Charge (2), Crushing Strength (2), Monstrous						



By Peter Grose

Mezzopotamia

Sub-Faction

Sub-Faction Special Rule: **Zigguratic Wisdom**
All units within the General (including the General) gains +1 Ra and +1 Defense when standing still

Troops:

Warriors of Marduk					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	3+	3+	4+	15	14/16	160
Special:	Blue Magic: Arcane (1), Headstrong, Magic Resistance, Vicious within 6'' of Urartian characters						

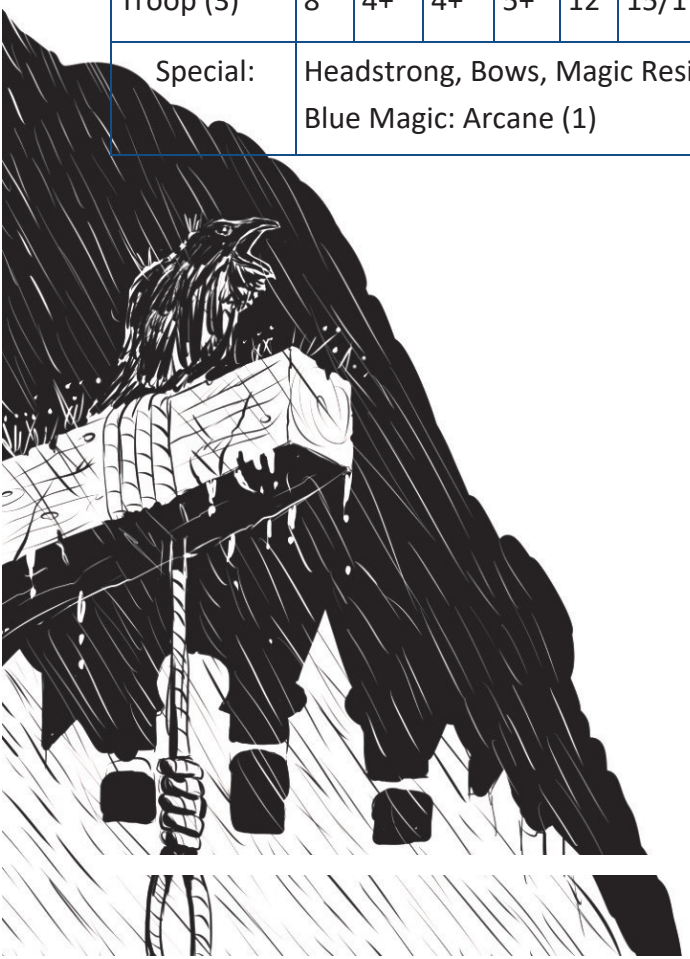
Sumeric Phalanx					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	4+	15	15/17	120
Special:	Phalanx, Magic Resistance, Headstrong						

Warriors of Samas					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	3+	-	5+	15	17/19	160
Special:	Headstrong, Magic Resistance, Elite, Silvered Weapons						

Sons of Gilgamesh					Large Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	5	3+	-	5+	9	16/18	180
Special:	Supernatural, Headstrong, Magic Resistance, Monstrous, Vicious, Elite, Crushing Strength (2), Crushing Strength (3) against Infantry units						

Chariots of Samas					Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	3+	3+	5+	12	15/17	140
Special:	Headstrong, Bows, Magic Resistance,						

Chariots of Marduk					Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	8	4+	4+	5+	12	15/17	160
Special:	Headstrong, Bows, Magic Resistance, Blue Magic: Arcane (1)						



Hero Characters:

Sons of Gilgamesh Captain					Large Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	6	4+	-	4+	3	5w	80
Special:	Inspiring (Mezzopotamia), Supernatural, Headstrong, Magic Resistance, Monstrous, Vicious, Elite, Crushing Strength (2), Crushing Strength (3) against Infantry units						

Sorceror of Marduk					Chariot, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	5+	3	5w	80
Special:	Magic Resistance, Blue Magic: Arcane (2)						

General Characters:

Sorceror of Samas					Chariot,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	8	4+	4+	5+	3	8w	120
Special:	Very Inspiring, Magic Resistance, Gold Magic: Shielding (2), White Magic: Blessing (1), Silvered Weapons, Mezzopotamin units within 12'' gain Silvered Weapons						

Urartu

Sub-Faction

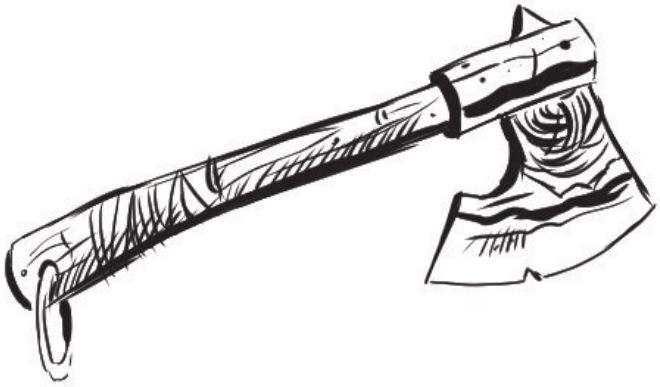
Sub-Faction Special Rule: **Wrath of Suval**
All units (including the General) within 12'' of the General gain +1 to Attack rating against non-Dwarf Troops

Troops:

Templars of Manzat					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	4+	-	5+	15	15/17	130
Special:	Magic Resistance, Headstrong, 6'' Elite within Urartian characters						

Storm Dragons					Infantry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (10)	4	3+	3+	5+	15	17/19	160
Special:	Headstrong, Magic Resistance, Elite, Firebolt						

Lions of Manzat					Cavalry		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (5)	9	4+	-	4+	12	13/15	140
Special:	Thunderous Charge (1), Supernatural, Headstrong, Magic Resistance, Nimble						



By "C.M. Minis"

Chariots of Teshub					Chariots		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
Troop (3)	9	3+	3+	5+	12	15/17	170
Special:	Headstrong, Bows, Magic Resistance, Blue Magic: Lightning (1)						

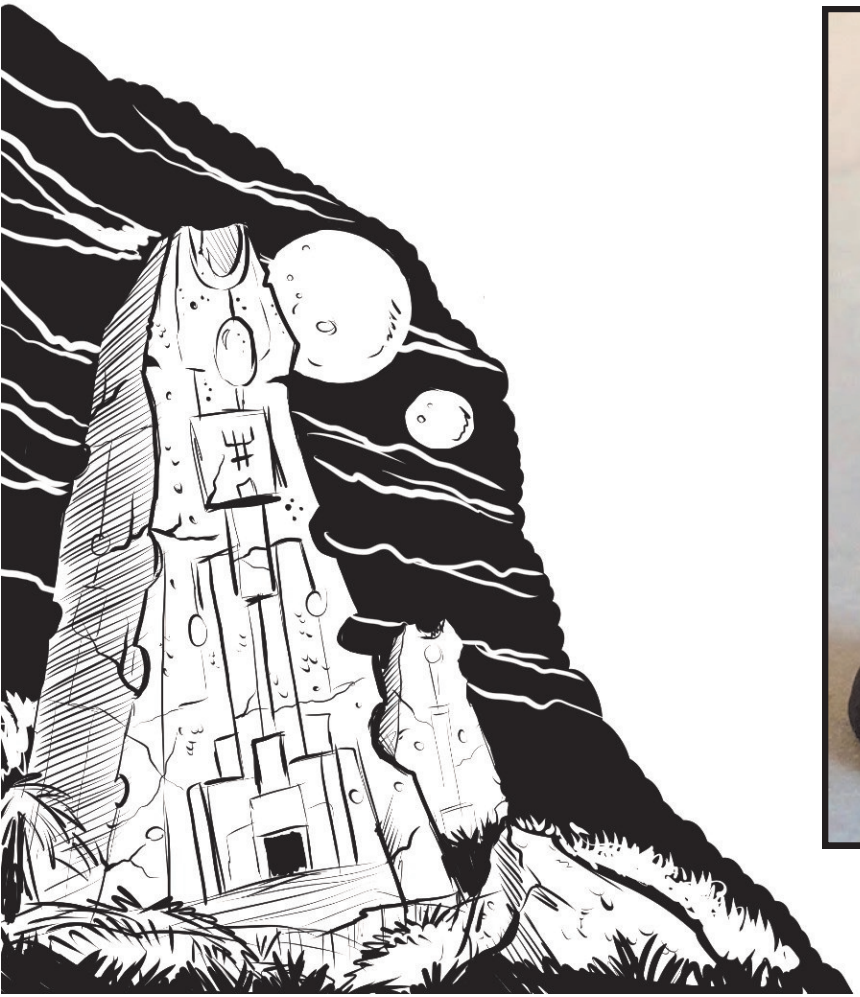
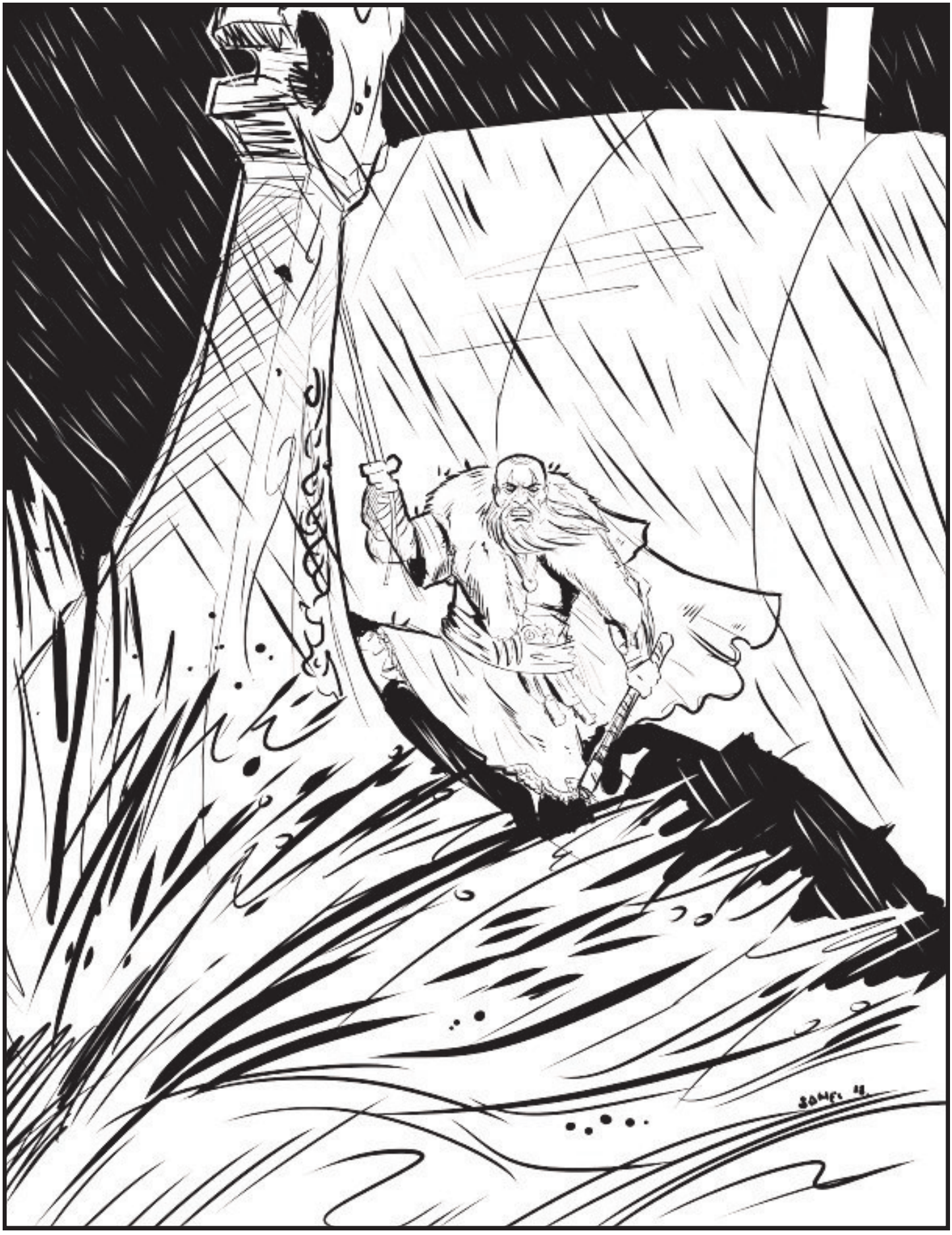
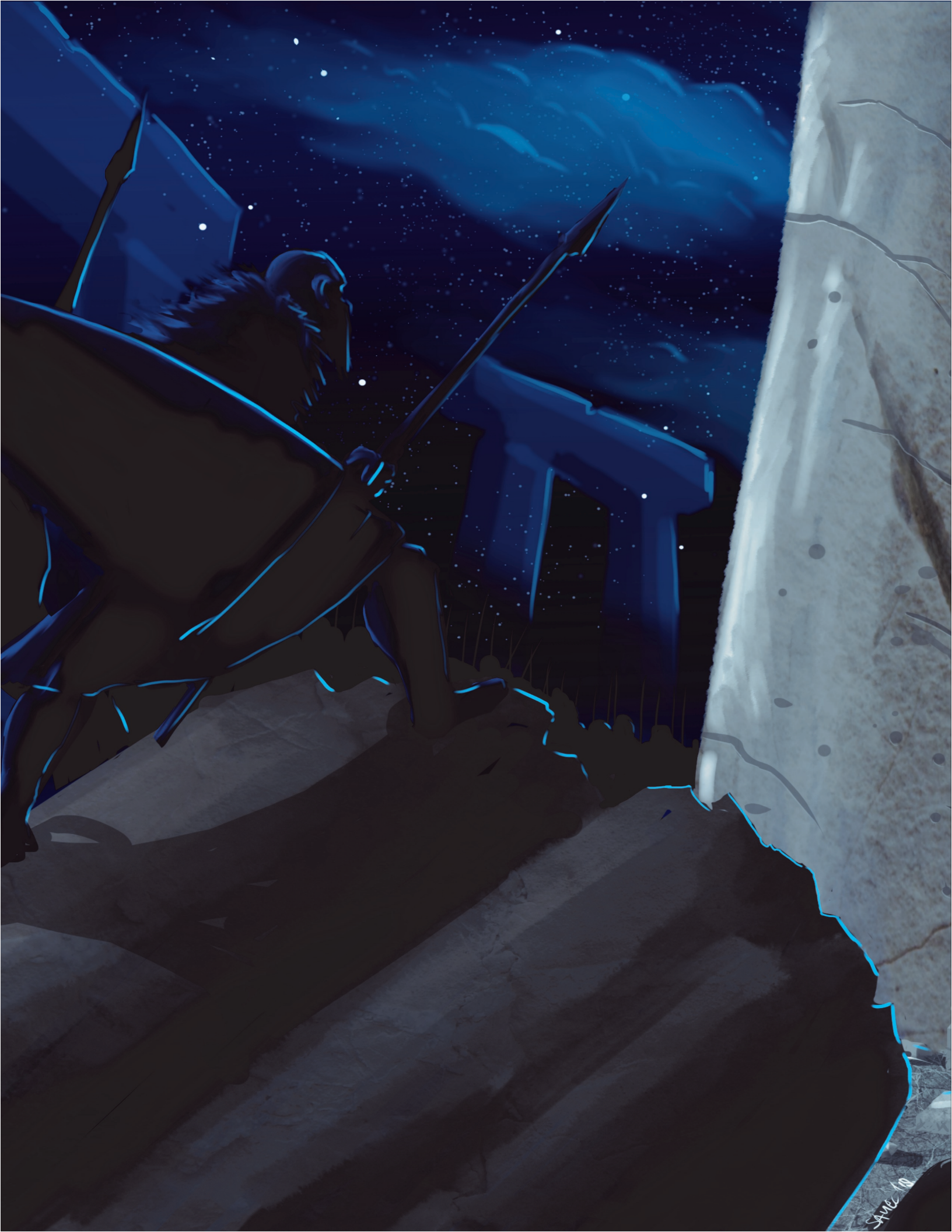
Sorceror of Teshub					Chariot,		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	9	4+	4+	5+	3	5w	100
Special:	Firebolt, Magic Resistance, Blue Magic: Lightning (2)						

Hero Characters:

Sorceror of Manzat					Cavalry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	9	4+	4+	4+	3	5w	80
Special:	Magic Resistance, Inspiring (Urartu), White Magic: Healing (1), White Magic: Warding (1)						

General Characters:

Storm Dragon Captain					Infantry, Character		
Unit Size	**Sp**	**Me**	**Ra**	**De**	**Att**	**Ne**	**Pts**
(1)	4	4+	4+	4+	3	8w	130
Special:	Very Inspiring (Urartu), Urartu units within 12'' gain Firebolt, Firebolt, Crushing Strength (1), Magic Resistance, Blue Magic: Lightning (2), White Magic: Blessing (1)						



By Peter Grose